Issue 60
PlayStation
PlayStation 2
This is you, the SEAL team leader because you read our survival guide
This is a buddy you've known for years, but he now lives 1,000 miles away
This is some guy from Ohio that you just met online who's proving to be a great team player

EXCLUSIVE! PS2 DEMO DVD INSIDE!

ZIFF DAVIS MEDIA
SEPTEMBER 2002
ISSUE 60

OFFICIAL U.S. PlayStation

Official U.S. PlayStation Magazine Issue 60 (September 2002)

PS2 ONLINE

YOUR SURVIVAL GUIDE TO SOCOM

PS2 DVD INSIDE!

TIMESPLITTERS 2
HOT SHOTS GOLF 3
MEDAL OF HONOR: FRONTLINE
AND MORE
PLUS! VIDEOS AND CHEATS!

TEKKEN 4

IT'S BACK, AND READY TO TAKE ON VIRTUA FIGHTER!

FOOTBALL ROUNDUP

NFL 2K3, MADDEN 2003, GAMEDAY 2003 AND MORE!

EXCLUSIVE

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HANDS-ON REPORT: THIS ONE IS A LITTLE BIT DIFFERENT

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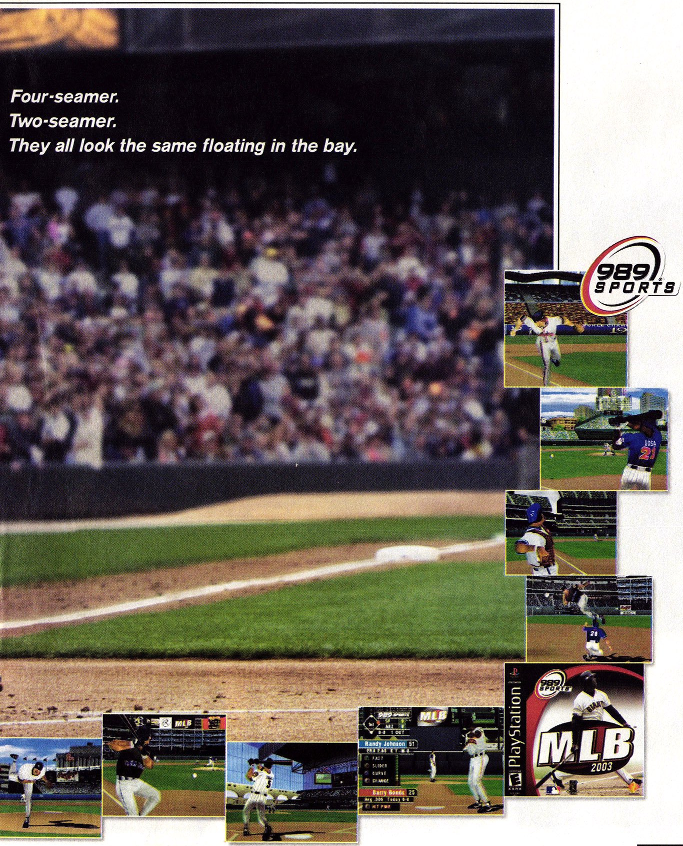
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Two-seamer.
They all look the same floating in the bay.
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And when he gets to Heaven, to St. Peter he will tell. One more soldier reporting, sir. I've served my time in Hell.

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and if the honey is too sweet
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2
7
4
6
NO
TRESPASSING
UNDER PENALTY
THE LAW

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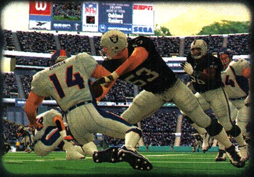

It's football to the power of 2K3. Now go rattle some cages.

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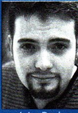

John Davison
Editor in Chief

Do you have any gaming friends with names like ZuniToon, OpiumKillah, Johnny UK, Meepzorp, Captain USA or JoePM? Come Aug. 27, you will. You'll be logging on, scouring the rosters and hunting for names like "The Ziffery," "Friday Night Bang" and "Wango Bango" to play games of "suppression," "extraction" or "demolition." You'll be able to appreciate the relative advantages and disadvantages of an M63A versus an F90. You'll be obsessing over the use of "flash bangs" and you'll be feeling incredibly silly balancing a Logitech headset on your cranium while trying to get a little foam microphone cover as close as possible to your mouth without actually swallowing it. Why will your behavior be changed in such a way? Well, if you're lucky enough to have a broadband connection, I guarantee that you'll become as addicted to multiplayer games of *SOCOM* as we have over the past few weeks. Any doubts about the validity of Sony's online strategy will soon be forgotten as you sneak through the jungle, or hide behind a tree waiting for someone you've never met in real life to dash into an abandoned shack and snatch a bomb satchel. This is the first taste of the future of the PlayStation, and it's a group experience. It's also quite a different and difficult experience at first, so we've pooled our resources and tried to document every possible nugget of advice so we can help you make your early encounters pleasant. Now come find us online...so we can shoot you.

ABOUT OUR CONTRIBUTORS

ZOE FLOWER

She writes, plays video games, makes TV shows, and might have appeared in *Breakin' 2: Electric Boogaloo*. She produces rock videos, designs Web sites, and cooks a mean apple pie. That's what she tells us, at least. www.zoeflower.com

KAREN JONES

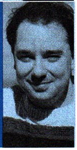
Taking time away from her main assignments for *The New York Times*, Karen penned a piece about the similarities between cinema's horror genre and video games. Last month it was John Carpenter. Maybe next month she'll chat with Fred Krueger.

MARK CERNY

As a consultant through his company, Cerny Games, Mark has worked on more million-selling character action games (*Crash, Spyro, Jak and Daxter, Ratchet & Clank*) than anyone in the U.S. Think of him as the States' answer to Miyamoto.

JOHN SCALZI

Our main man, our go-to guy, our hunk of burning words, John has written for more publications than you can shake a stick at: the *San Diego Tribune*, *New York City Magazine*, the *Fresno Bee* and the *Chicago Sun-Times*. Visit him at www.scalzi.com.



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TEEN RATING Contains suggestive themes, mild or strong language and animated violence. Some parents may want to supervise children playing T-rated games.

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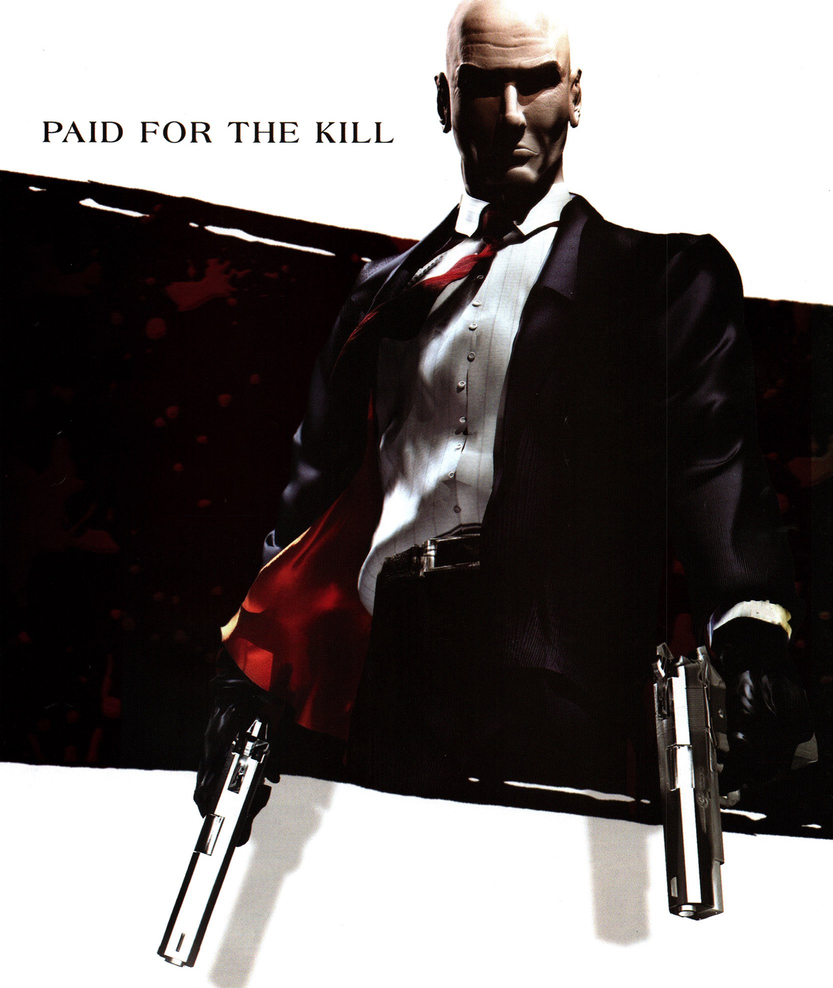
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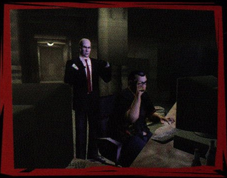

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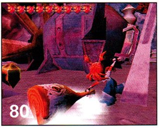

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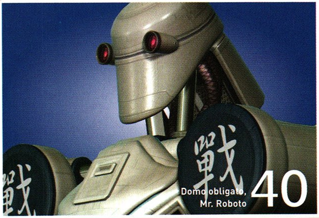

Domo obligato, Mr. Roboto 40

We've got everything you need to know to be a killer Navy SEAL. Boot camp was never this easy!

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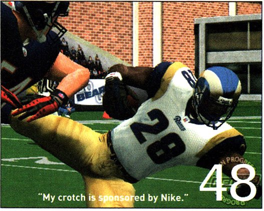
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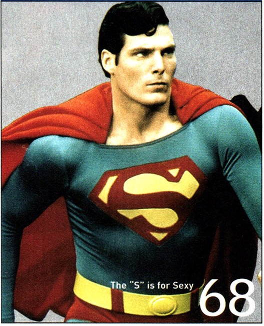
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Frequency
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Turok: Evolution
Sly Cooper and the Thievius Raccoonus
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TIME OUT!

Take some time to compete these challenges while playing your demo disc. When you're done, it makes a great coaster!

Issue 60
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TIMESPLITTERS 2

THE DETAILS:	HAVE YOU TRIED...
In this demo you'll have to infiltrate a fort that prefers that you don't. You'll need to bust through, shut down satellites and make a general mess of the place. In good time.	**...beating the level?** Good luck. You'll have to be quick, because the opposition certainly is. **...getting through without being spotted?** You'll have to be swift and you'll have to be insanely accurate with your sniper rifle. Remember to look for the cameras, too. If they spot you, life isn't easy. **...getting out of the demo?** You can't. You'll have to reset your system. Sorry about that.

HOT SHOTS GOLF 3

THE DETAILS:	HAVE YOU TRIED...
This demo invites you to try out three holes of golf next to a beach front. Tough life you've got there. You can play as one of three different shortknockers, though you'll have power-ups.	**...using the superspin technique?** If you want to make a shot hit the green and really spin back, push X, hold up on the D-pad, then hit X again and press down on the D-pad. Nail it perfectly for superspin. **...scoring a hole-in-one?** It comes down to touch, and luck. Remember that you're 22 yards above the cup, so make sure you downgrade your club before you hit. Otherwise you'll sky over the hole.

MEDAL OF HONOR: FRONTLINE

THE DETAILS:	HAVE YOU TRIED...
Ripped from *Saving Private Ryan*, this level will have your knees shaking for 15 minutes. Not bad. One good thing: The controls on this demo don't mimic the real game. Which helps.	**...beating the mission?** The liberal time limit makes this easy to accomplish, if you don't burn the clock at the gun turrets. The fueling schedule you need is in the room where the soldier is being slapped around and interrogated; to stow away you'll need to go to the open box at the docks and press Triangle. You don't get anything special for beating the mission; it's the accomplishment that counts.

X-MEN: NEXT DIMENSION

THE DETAILS:	HAVE YOU TRIED...
If you're itchin' for a fight, and you're a comic book dork (don't get offended, we are too), then you found the right demo for your needs. Beast fights Phoenix for dumb-name supremacy.	**...pulling off Beast's slapdown?** If there's a crate somewhere near Beast, this move is even better. When Phoenix gets close, tap R1 and he'll grab her and toss the pretty lady right through it. **...doing all of the coolest moves?** Hit start and you'll be invited into the Moves menu, which has 26 attacks for your fightin' pleasure. Our favorite? The Seismic Slam.

FREQUENCY

THE DETAILS:	HAVE YOU TRIED...
You'll be tearing through something that mirrors the time-space continuum, but there's plenty to do along the way. Like make some sweet tunes. Press buttons to hear that funky beat.	**...scratching and freestyling?** Head to the Remix mode and find the Axe and Scratch categories. Once you're there, hold down L1 and press the left analog stick left and right at your leisure. You can mix in the other stuff, too, but scratching is the best. **...beating a game?** It takes some serious skill to wring out enough beats to win the game. Practice makes perfect—or at least it makes a decent song.

DISC PROBLEMS?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

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XBOX AND PS2 SCREENSHOTS SHOWN

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DAWN OF FATE

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TEEN
T
CONTENT RATED BY
ESRB
Violence

PARADIGM ENTERTAINMENT
PlayStation 2
XBOX
ATARI

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The game, my reputation and two C-notes on the line.

TEEN
T
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PlayStation 2

XBOX

NINTENDO GAMECUBE

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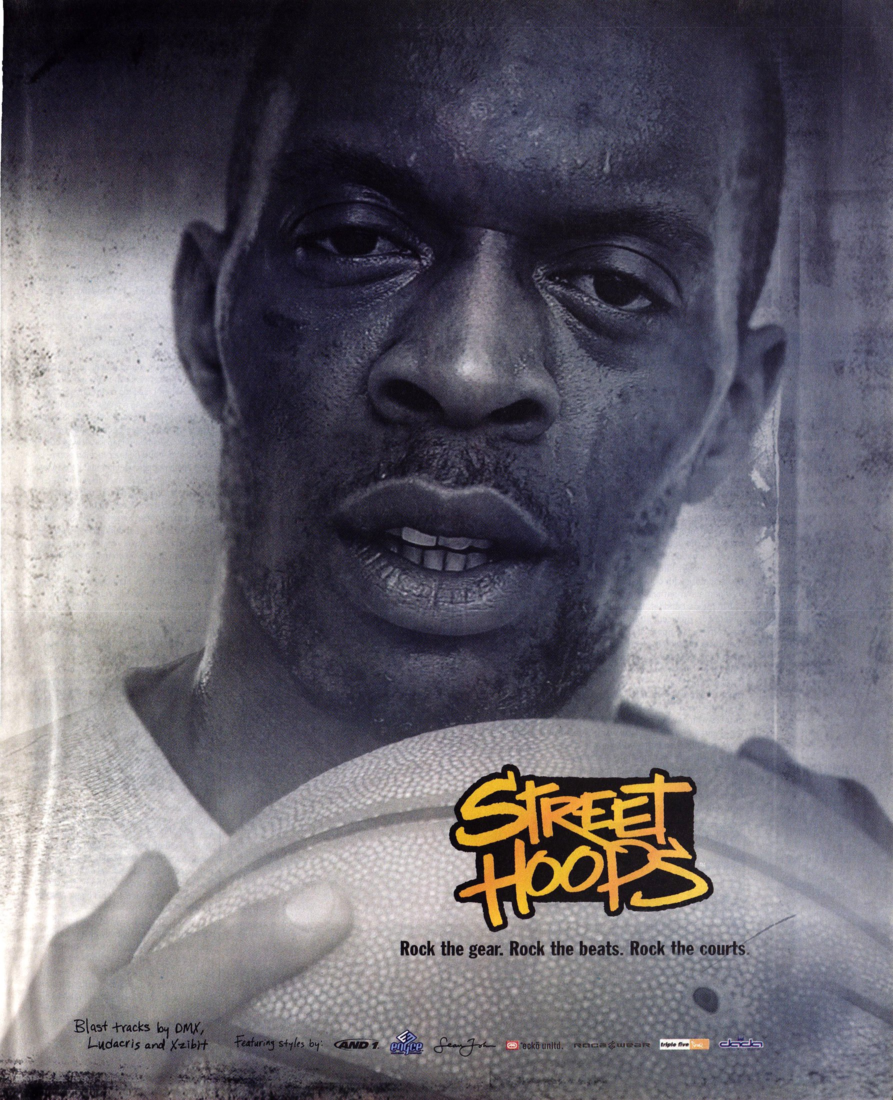
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Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM* Box of Joy. We pack our Box of Joy with an assortment of nifty goodies from all your favorite software companies.

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Just Blow The Bloody Doors Off

You have saved me from becoming a biased PS2 owner. Or for that matter, a prejudiced next-gen gamer. Let me explain. I used to own a regular PlayStation. I loved that system and played it frequently. When the PS2 came out I sold my old PlayStation and used the money to buy the impressive new system. Ever since that day I have purchased top-rate games like *Grand Theft Auto III* and *TimeSplitters*. I haven't played "old" games like *Spyro* forever. Recently, I saw your review of *The Italian Job* and I thought to myself, "a good PSone game? Pshaaaw."

A few weeks later I found myself at the nearest store with only $10 and without a new game in months, so I put *The Italian Job* in my cart and left. I put the game in skeptically. How could this game impress me? After a few hours of cruising I realized that I was enjoying it. Heck, this was the most fun I had received from a PS game in a long time. *The Italian Job* was the best game I owned for the PlayStation. It's as much of a must-have as *GTA3*. And nothing beats the price. So please help me stop gamers who have almost lost the fact that the original *Metal Gear Solid* was at least as good as its descendant. I was almost corrupted, but now I see the light. God bless you, *OPM*. And may my re-subscription cards always arrive on time.

Andrew Gehl
bluesquirrel182@hotmail.com

You can't fault Todd for what he said about *The Italian Job* in his review, since it really is one of the great PSone games. How quickly you all forget your roots. Fortunately, some of you are taking off the blinders and seeing this game for what it really is: good, cheap fun.

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Letter of the Month

I know your "Question of the Moment" last month was all about the current rash of remakes, but I think this really could stand some additional discussion. Don't you think the whole situation is starting to look like it's driven more by marketing and less by the creative process?

On one hand, I think there's a great deal to be said for the nostalgic value of some properties. Movies like *Spider-Man* prove that there's always an opportunity for resurrecting a "classic." But how many of these games being resurrected really are "classic" to begin with? I'd argue that maybe *Shinobi* is a valid remake because it was so wildly popular on Sega systems and has a rabid following. But what about some of these others? Was *Rygar* really that big of a deal? Do we really need a new *Frogger* every year?

My other issue is with completely reinventing these old games. The beauty of a game like *Defender* was it's purity. There was no pretense, no complicated subplot, no subtle nuance. You were a guy with a very fast spaceship armed with cool-ass lasers and your job was to stop the bad guys from stealing the people and turning them into mutants. End of story. Fly fast, shoot fast, rescue people and nothing more. I can't help feeling that Midway's upcoming game just makes the whole thing far too complicated. If you take away the essence of the original, why bother using the old name? Surely it's something entirely new? I'd prefer to see real progress in design with some cheeky nods toward us old-timers, rather than obvious plays for the nostalgia dollar.

Thomas Love
North Kingstown, RI

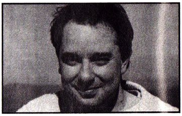
We agree that *Shinobi* is one of the more exciting remakes on the way, and it shows that you can take an old franchise and reinvigorate it. On one hand it extends the mythology, in the way that the Metal Gear series has over the years, and it also retains some of the classic imagery and gameplay ideas. We've spent some time with an early copy of *Defender*, and you'd be surprised just how much of the original idea remains in the new game. Sure, it's lost some of the seat-of-the-pants gameplay that we loved in the Williams original, but it does have a lot more potential than you're giving it credit for.

Gamers are talking about...

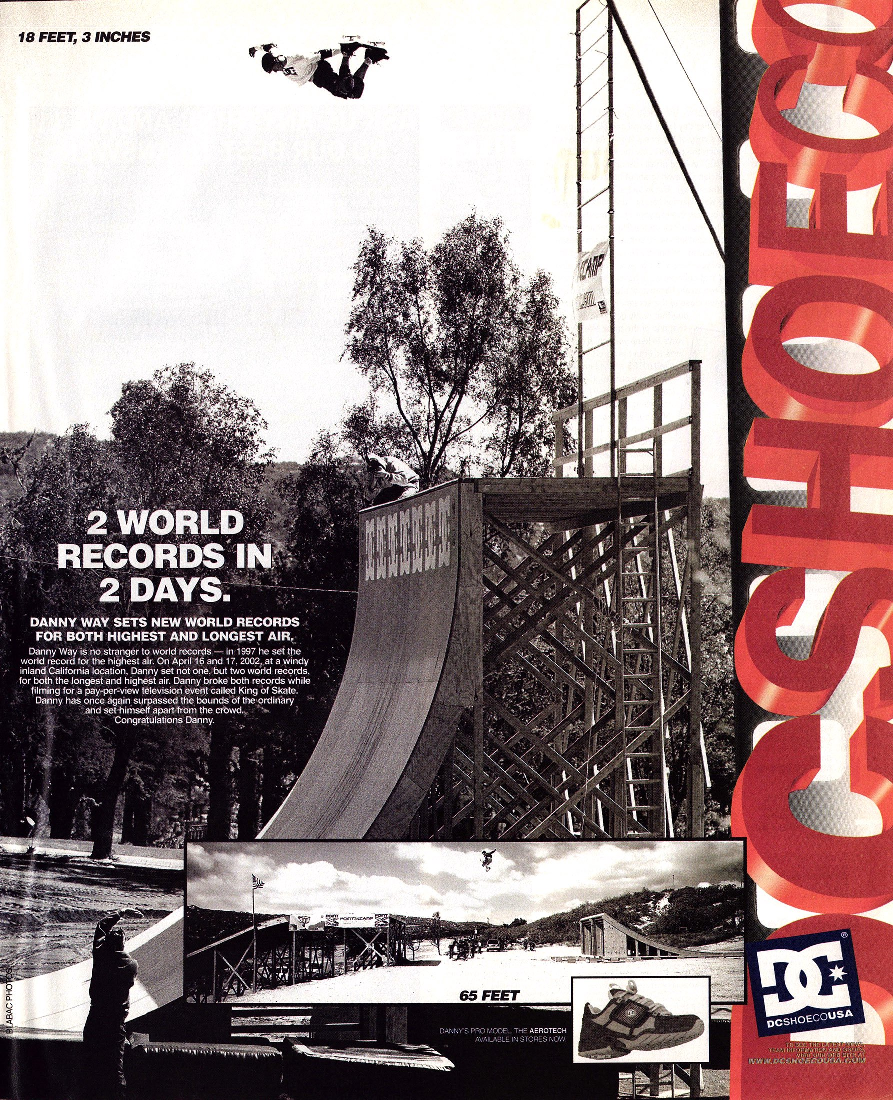
***OPM*'s monthly roundup of hot topics, gathered from the OPM message board on www.gamers.com.**

• TED KOPPEL'S GTA WOES. "It's not breaking news," **Forbidden_Nyght** said, "but on *Nightline* tonight, Ted Koppel went off about *GTA3*. Don't worry if you missed it, you woulda just been annoyed." **ChronoSquall14** had a good theory as to what all the fuss was about, though. "He must be stuck on that sniping mission with 8-Ball," he quipped. "Took me like 15 tries. You can do it, Ted!"

• IS JOHN SCALZI "DA MAN"? "Am I the only person that doesn't care for John Scalzi's reviews of albums in *OPM*?" **Liquideagle** asked. "I mean, it's not the reviews that bug me so much...but his comments in his reviews can really get on my nerves. When I read his comment about Collective Soul being a faceless band (it was in a review of an Oleander album), I thought about letting it slide because Collective Soul's a rock band that isn't nearly as concerned about putting their face on everything like a pop star is. I found it hard to let it slide, though, since he reviews mostly punk music, which is (for the most part) underground, and he should understand when a band doesn't want to slap their face on everything...I may sound picky or something, but I take music very seriously, especially when people rip on the bands I love." **Oral808** feels differently, though, "I find Scalzi hilarious," he admitted, "you da man, Scalzi!" *The* **JohnScalzi** then chipped in: "I can't stand them. I can't stand HIM. He really is a pompous jerk. I mean, I know this guy who met a guy who met his ex-girlfriend once, and he said that she said that not only is he annoying and has really bad taste in music, but also, he's a severely lame kisser AND he never bought her nice little gifts on special occasions like Flag Day. Also, I have it on very good authority that he actually prefers to listen to bands like Dream Street and Mandy Moore. How much credibility can he have? And I believe that he smells funny, too. And he has an extra toe. In the middle of his back. What's up with that?"



• MARKETING SUBSTANCE. "At first it seemed like Hideo Kojima was just being cool when he decided to put a skateboarding mode into *Substance*," **StealthMantis** proclaimed. "Then it was revealed it uses the same engine as *Evolution Skateboarding*. Now it seems that said game features both Solid Snake as a playable character and Strut F as a skatepark. So basically, the skateboarding segment in Substance is just a glorified demo!"



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Danny Way is no stranger to world records — in 1997 he set the world record for the highest air. On April 16 and 17, 2002, at a windy inland California location, Danny set not one, but two world records, for both the longest and highest air. Danny broke both records while filming for a pay-per-view television event called King of Skate. Danny has once again surpassed the bounds of the ordinary and set himself apart from the crowd. Congratulations Danny.

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BLABAC PHOTOS

> "If that kid gets to play 30 minutes a day, he will be playing *FFX* for three years!"

Woman's Weekly Says...

The other day I was bored and picked up my aunt's copy of *Woman's World.* As I browsed through the pages I saw the words "VIDEO GAMES" in bold print. I thought it was another politician squawking about how violent games are these days. But in fact, it was an article on how video games can be "unhealthy." It gave tips on how to keep your child healthy while not having to lock up the PlayStation. Some doctor said kids were suffering from muscle soreness in the hands. The solution was to "have your kids wear bicycle gloves!" It also said that children were having back problems and eye strain because of slouching and sitting too close to the screen. But here is the one that really gets me: It says that one of the most effective ways to keep your child healthy was to limit his gaming time to 30 MINUTES a day! I immediately broke out laughing hysterically. I sat for a few minutes absorbing this in my mind. Now suppose some chap saved up $250. That's just enough money for a PS2 and a game. He goes to Wal-Mart, buys a PS2 and a copy of *FFX.* Now suppose his mother reads this crap. If that little kid gets to play 30 minutes a day, he will be playing *FFX* for three years—and that's if he's good! I would just like to ask these Harry Potter-hating, overprotective soccer moms how they would like it if their daily sewing time was limited to 30 minutes. How would they look at us, my friend? The same way we look at them right now. If any of you moms are reading this now (which I highly doubt), please let your kids have their freedom. If you say no, just think about the sewing time limit.

Lee Hubbard
jrobertson@tycom.net

Dude..."sewing time"? What year do you live in, 1946? Maybe she should worry about that quality knitting, cooking and cleaning time being limited too, huh? You made a valid point, until you got all weird at the end there, pal. I'm sure your "aunt" will want that copy of *Woman's World* back now.

Woman's World
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SCIENTIFICALLY PROVEN NEW AGE-REVERSING CREAM actually erases wrinkles!
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Possibly not the copy Lee is talking about.

TELISHA REINHARDT'S MOST WANTED

1. No more talk about Rikku
2. No more short RPGs
3. A guy who looks like Seifer from *FFVIII*
4. No more Tekkens
5. *Capcom vs. SNK 3*
6. Fewer 3D fighting games
7. More 2D fighting games
8. *Xenogears*
9. A Final Fantasy with a wild story
10. Not to be picked on for being a girl gamer

E-mail your most wanted list to **OPM@ziffdavis.com** Mark the subject MOST WANTED.

Only Perfection Will Do

I know you all have a short time to put together a magazine and in that short time you manage to put together a very good magazine. I can't help wondering why you gave *Metal Gear Solid 2* and *Medal of Honor: Frontline* perfect scores despite

QUICK HITS

YOU'RE NOT ALONE

All of my friends say that the ending to *Final Fantasy X* was really dumb. I totally disagree. Please tell me that I'm not the only person who thinks that it was a perfect ending to a perfect game.

Selene Miyasato
matselty@verizon.net

You're not the only person.

SAW-OOL

This is Kruch and Shifty. We need to talk. It's a simple request: We just want Saul Villegas to mention our names on your next demo disc, or send us a nude photo of him...preferably oiled up. We are his No. 1 worshippers. On the 8th Day the Lord made Saul...and Saul educated him with his informative *Jak and Daxter* tricks. His new demo of *Maximo* gave us both at least three orgasms apiece. Saul, you make us whole. If you feel like giving us a copy of you saying *Jak and Daxter*, on a loop, in 15 different languages, we'd appreciate it.

Jskippys@aol.com

ASK US ANYTHING AND WE'LL DO OUR BEST TO ANSWER

If you've got questions, we've got answers. See something in a game and are curious about it? Send us an e-mail and ask whatever you like. Send your questions to OPM@ziffdavis.com and use the subject line ASK US ANYTHING.

WHAT HAPPENED TO MAGGIE?

Q: What happened to the demo disc's opener, Maggie? Are you just too lazy to make her or did you run out of stupid puns for her to say? In any case it makes me sad to think her last words were, "Oh, you suck!" to a fish.
stiltingman@webtv.net

A: Maggie is no longer a part of the disc for a number of reasons. Probably the most significant of these was that we needed more space for the cool features and playable demos.

WHAT'S UP WITH SUBSTANCE?

Q: I have heard so many rumors surrounding *MGS2: Substance* that it's getting hard to tell what to believe, so I figured I'd ask the experts. One rumor is that *Metal Gear Solid* and *Metal Gear Solid: VR Missions* will be included and revamped to make use of the PS2 graphics. It would be great if this rumor turned out to be true. I'd love to see Metal Gear Rex, Liquid and others in PS2 graphics! Another rumor that I constantly hear is that *MGS2: Substance* will have a whole new list of dog tags to collect, and even a few in the VR Training missions. This could be even more reason for people who already own *MGS2* to buy *Substance* (like we need another reason!). I've also heard that McFarlane Toys plan to release the figures that weren't released with the original game around the launch of *Substance.* Figures like Fatman, the Ninja, Vamp and even Pliskin! I'm certainly not the only one wondering where these guys were in the first line of figures.
longhorn479@aol.com

A: Here's a clarification for you. *Substance* does *not* include the first *MGS*, nor the original VR missions. It does include *new* VR missions, though. Also, it has a number of extra modes that expand enormously on the game. You can look forward to new costumes, an ability to switch out character models, a boss battle mode, a skateboarding minigame (which uses Konami's *Evolution Skateboarding* engine) and "Snake's Tales," a series of new missions starring (duh) Snake.

> **"Sony will send you the online version of *Black* for nothing. Cool huh?"**

IS XENOSAGA A PREQUEL?

Q: *Xenogears* was the best RPG for the PSone, if not ever, and I've heard that *Xenosaga* will be the prequel for it, but I read somewhere that it had nothing to do with *Xenogears* at all. So...is it or isn't it?
LordCornbread@aol.com

A: It's actually the first of many, many prequel games—though the connection is unofficial since it's being published by Namco, not Square. *Xenogears* was a favorite of ours, too.

DID SAMMY GET DUMPED?

Q: Did Sam Kennedy get dumped for those pics of him with the babes at E3?
jboreyko@intrex.net

A: Much as he deserved it for cavorting with all those scantily clad lovelies, young Sam's wonderful lady Kristeen is still standing by her man.

WHERE'S *BUST-A-GROOVE 3*?

Q: What happened to *Bust-a-Groove 3*? It was supposed to come out late 2001. It's already 2003!
NickHemmingway@aol.com

A: It's 2003? You sure? The game did come out in Japan, but no U.S. publisher was interested enough in it to bring it over here. This is most likely because of its short length and limited lineup of songs. THQ tapped the developers to work on *Britney's Dance Beat*, which was also criticized for its scant number of songs.

DO I HAVE TO PAY TO PLAY *BLACK* ONLINE?

Q: I have a question about *Twisted Metal: Black Online. TMB* is one of my favorite PS2 games and I am very eager to play it online. My question is that when the game goes online, will I have to dish out another $50 for the online game or do I use the one I have right now?
Andrew Ernst
ender_the_gamer@yahoo.com

A: You're in luck! The online game is completely free when you buy the Network Adapter. There will be a registration card in the box for you to fill out, and once you've sent that in Sony will send you the online version of *Black* for nothing. Cool huh?

Official Contest and Sweepstakes Rules

OPM LETTER OF THE MONTH Official Contest Rules: 1. No Purchase Necessary: To enter, send a letter or standard-size postcard containing your name, address, and phone number together with your comments to "OPM Letter of the Month", PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive a box containing various items from the OPM offices. Grand Prize has an approximate retail value of at least $10. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Letter of the Month Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

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KNOW YOUR CODES
Open all levels with this cheat? Maybe. If not, try dialin' it. You might just get yourself a date.

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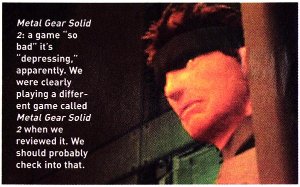


Metal Gear Solid 2: a game "so bad" it's "depressing," apparently. We were clearly playing a different game called *Metal Gear Solid 2* when we reviewed it. We should probably check into that.

their obvious flaws. *MGS2* was so bad it was depressing (the whole game went to crap as soon as you got to those flying-super-human-ninjas-from-hell). "*Metal Gear Solid 2: Sons of Liberty* was not perfect"—Hideo Kojima said it himself. *Frontline* was a good game all in all, but it had such a horrible slowdown that I thought that my game was frozen and there wasn't even one enemy on the screen.
Justin Hill
oni_ittou@hotmail.com

We never said either of them were perfect, we gave them five out of five, which is quite different. Both are wonderful experiences that we highly recommend—the score reflects our recommendation, not the level of "perfection" that you seem to require before you're able to enjoy yourself.

> **"I can't help wondering why you gave *MGS2* and *MoH: Frontline* perfect scores despite their obvious flaws."**

SOCOM All Ye Faithful

I have a question that I hope you at *OPM* can answer. Is Sony planning on inventing some sort of a time machine? Because that's what I am going to need. You see, as a gamer, I am one of those "sure you beat it, now beat it on Hard" type of gamers. I realize that when the PS2 Network Adapter is launched (along with *SOCOM*), I will have little to no time to finish off my other games.

I have fully beaten *Grand Theft Auto III*, *Red Faction* and *Twisted Metal: Black*, and without codes. I am so near perfection on *Frequency* that I am actually in pain. *Dynasty Warriors 3* and *NBA Street* are about three-quarters of the way through, and I just started *Virtua Fighter 4*. *Metal Gear Solid 2* and *Final Fantasy X* have too many unlockables, but still kick ass. I have given up on *Extermination* and *Blood Omen 2* (c'mon, I want a game, not a seizure). I won't even mention *Crash Bandicoot: The Wrath of the Load Screen*. Plus, I just won *Medal of Honor: Frontline* and *Stuntman* on eBay!

OK, so my schedule will go like this. Wake up, try to get perfect in every level in *Ace Combat 4*, 12 minutes later I'll try to finish *Dynasty Warriors 3* and *Final Fantasy X* at that same time. Seven minutes after that I'll try to get to 5th Dan with Lei-Fei in *Virtua Fighter 4* and unlock the magma man in *NBA Street*—again, at the same time. Fourteen minutes later, I'll hop on eBay and try to sell both *Crash* and *Blood Omen 2*, possibly for $5. Then, I'll go to work (about 33 minutes late) and work toward that bit of heaven called *SOCOM*...then, I'll collapse from exhaustion and crawl to my room to flip some cars in *Stuntman*. Does that sound healthy?

In reality, it'll go like this. Wake up, get washed up, play *SOCOM*, screw work. Like I said before, I realize that when the PS2 Network Adapter is launched, I will have no time to finish off my other games. And you know what? I stopped caring as soon as I saw one screenshot for *SOCOM*.
GasThatwasnasty@aol.com

We like *SOCOM*. Lots.

OBJECTIVE: ELIMINATE THE TERRORISTS
FC AndrewS
M6DES
82/100
3 MAGS

Sony is probably working on some kind of time machine for you right now. Hopefully you'll enjoy this issue plenty, though, as it should prep you nicely for Aug. 27, when *SOCOM* is finally out. Congratulations on a fantastic e-mail address. We hope to see you use that name as your ID in *SOCOM* too. See you online!

A Busy Life

When I first saw *Kingdom Hearts* in your preview section I thought to myself, "Square and Disney? What are these guys thinking?" Then I got to know more about it and I think it looks great. I like the look of the characters and think the actors that are doing the voices are great picks. Now I want to know how the battle system works and how the characters work together.
Luke Davidson
coolmanblue@hotmail.com

Our cover story next month will be all about *Kingdom Hearts*, so we'll be able to answer all of your questions then. From what we've seen so far, the integration of Disney and Square characters is fantastic, and the overall feel of the game is much more of an action-oriented experience. Our feeling is that this could be one of the best games of the year.

QUICK HITS

A CHANGE OF MIND ON SLY

Wow! I've really got to hand it to you guys! This is probably about the fifth time you have completely changed my mind. When I first heard and saw about *Sly Cooper* I thought it might be more of a little kid's game (I usually play FPS and action games), but I was surprised after I read your article. Now I wanna get it the day it comes out! You completely wiped all the bad thoughts about the game out of my head, and replaced them with good thoughts.
Potatoboy87 @cs.com

Our hypnotic layouts and mind-altering inks are obviously working.

OCTOBER 22

I was wondering if you know the exact date *GTA: Vice City* comes out.
Mitch Chase
uncommon_classic@hotmail.com

Yep. We do.

HAPPY FIFTH!

I just noticed you're about to hit issue 60. That means you'll be five years old. I wanted to be the first person to wish you guys a happy fifth b-day, since I've been reading *OPM* from the beginning. Even better, that makes you 35 in dog years!
Tom Savarin
Madison, WI

1P=08
Hit Rate

QUESTION OF THE MOMENT

Last month, we asked you to vent your spleens about all the classic remakes that are appearing. Next month, to accompany our *Kingdom Hearts* feature, we want to know how you feel about the whole Square/Disney crossover thing. E-mail us at OPM@ziffdavis.com. Mark your notes KINGDOM HEARTS.

I don't think companies should make some old games new because then they lose the classic style that we once loved.
stiltingman@webtv.net

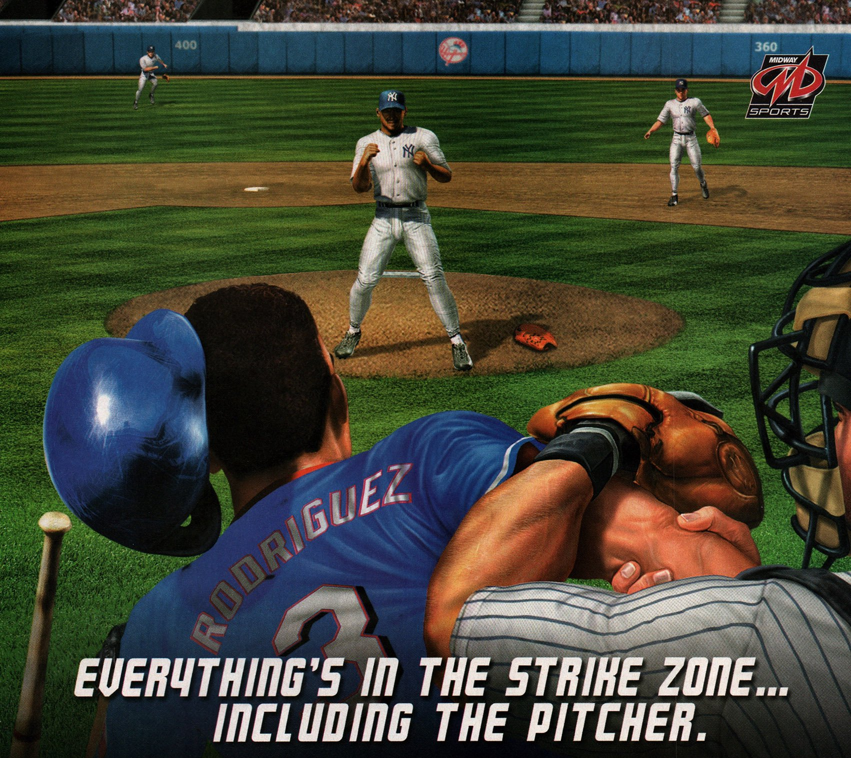
I'm writing to vent my spleen on remakes of old classics. I'm really excited about the remake of *Shinobi*. I hope Spider-Man makes an appearance as a boss again, that would be sweet. I'll buy it if it doesn't resemble *Tenchu* too much.
Mitch Chase
uncommon_classic@hotmail.com

I remember when I would flip on my Nintendo and Sega...Yep, those were the good ol' days. Then I got my PS and eventually my PS2. Once in awhile I think of going back, but I never have. I sometimes sit up sleepless at night and recall playing *Contra* and *Shinobi*. Yesterday I flipped open the latest *OPM*, and there it was. My salvation! The remakes! No more sleepless nights for me.
bahamut315@yahoo.com

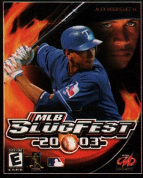
I think remakes of classics are great! I've dreamed of playing *Shinobi* on PS2 ever since I got my PlayStation 2. It's great that most of the old teams are coming back to work on the games. I just hope the games are done right.
PSXDUDE7227@aol.com

I loved *Contra: Alien Wars* for the SNES, so I'll probably rent the PS2 version. But other than that, they don't really appeal to me very much. Who needs the classics when you have *Grand Theft Auto*?
Jonathan
Address withheld

It seems to me that the games publishers are just running out of ideas if they're going back to crappy old games from 10 years ago. Who wants 1980s-style gameplay now? I want something more sophisticated than that.
Tony Deloge
via the Internet



EVERYTHING'S IN THE STRIKE ZONE... INCLUDING THE PITCHER.



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MLB PLAYERS CHOICE

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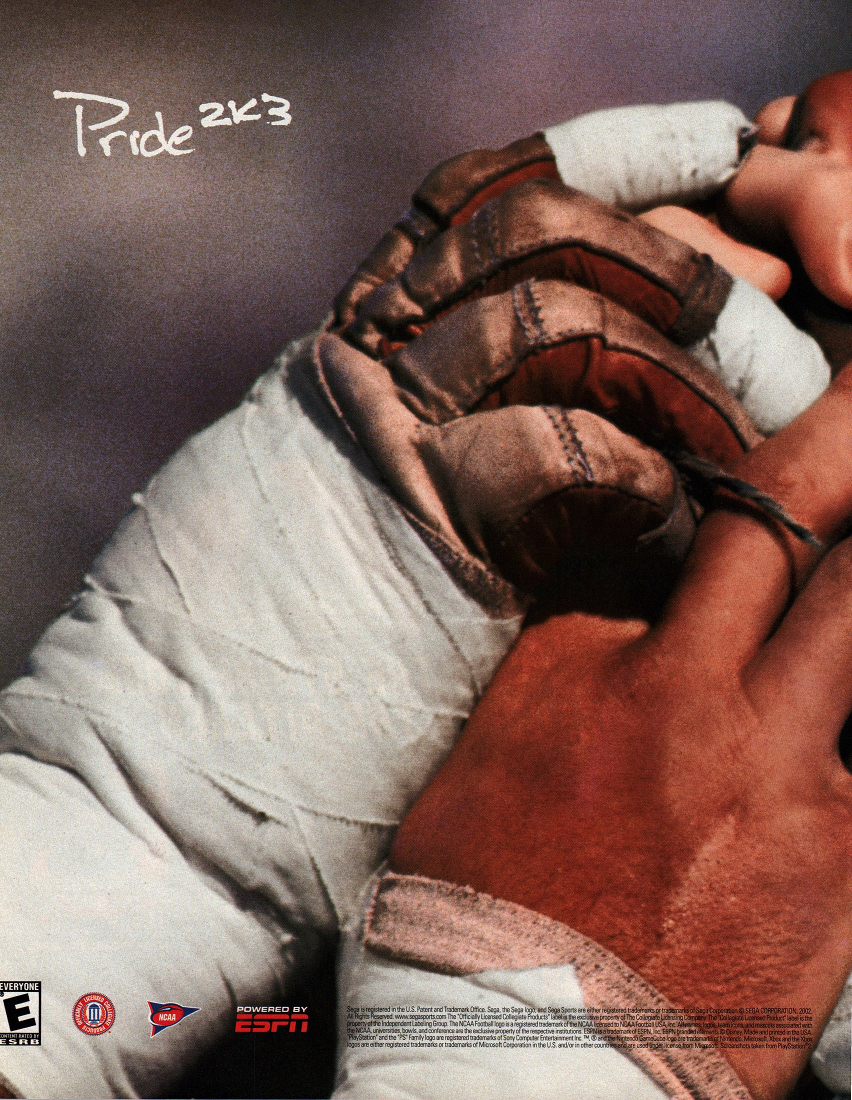

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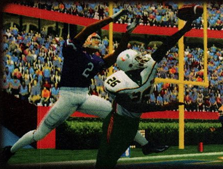
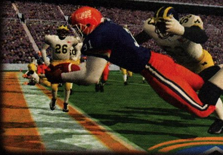
NCAA 2K3
COLLEGE FOOTBALL



The smell of rivalry is in the air.

COLORADO
22

Feel the stampeding rush of speed on every play.



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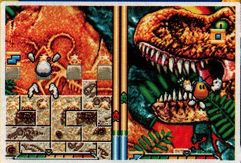
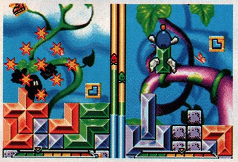
WILL YOU CRACK UNDER THE PRESSURE?

EGG™ MANIA

for Nintendo Game Boy® Advance!



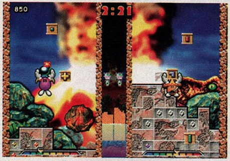
Screenshots from the Game Boy® Advance version



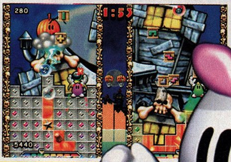
EGG™ MANIA

EGGSTREME MADNESS

for Xbox™, Nintendo Gamecube™ and the PlayStation® 2 Computer Entertainment System!



Screenshots from the PlayStation® 2 version



Coming in September!

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HotGen Studios

INSIDE SPIN

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Zoe's World
Ms. Flower is overcome with that urge to converge.

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SaGa Continues
First screens for Square's *Unlimited SaGa*.

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Tekken Fight Club
The complex story behind the all the fighters in *Tekken 4*.

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Sometimes violence can be a good thing.

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Dissecting Jubei
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If you're not a hardcore virtual pigskin fan, you will be when you're done with our report!

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Mark Cerny weighs in on what makes a good platformer, plus a dozen to keep an eye on.

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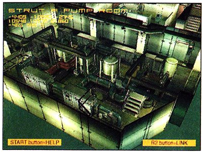
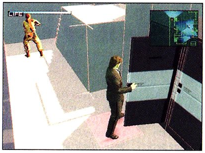
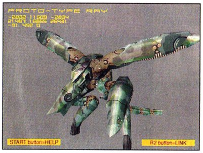
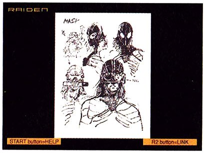
Four pages of music reviews, movie news, DVD reviews, and so much more.

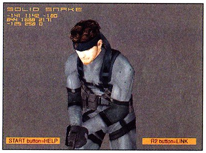




START button=HELP
R2 button=LINK







ULTIMATE GEAR

Konami reveals virtual Metal Gear Solid 2 encyclopedia—with playable VR Missions—for release this fall!

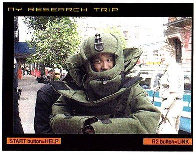
This is the sort of thing hardcore gamers daydream about. Konami has revealed the ultimate collector's item for the true *Metal Gear Solid* fan: a DVD called *The Document of Metal Gear Solid 2*. But this is no ordinary DVD—it's one that can be played only in a PS2.

Essentially a massive encyclopedia of all things relating to *Metal Gear Solid 2*, *The Document* contains everything from behind-the-scenes "making of" videos (such as the team's visit to the New York Police Department for research), to artwork galleries featuring characters from the game (as well as those who never made it in). Even Kojima's original game proposal documents are included, along with profiles on his team, storyboards, scripts and a look at promotions for the game (with TV commercials and even *OPM*'s own *MGS2* cover issue!).

You're also able to—and here's one of the reasons it has to be played on a PS2—inspect 60 or so environments and characters in real time, rotating them and zooming as you please (can you find all the *FHM* posters?). Character models can also be slightly edited, with features like adding sunglasses or changing hair colors.

But if you get bored playing Dress Up Barbie with Raiden, Konami has actually included a "game" for you to play: a demo of the VR missions from the upcoming *Metal Gear Solid 2: Substance*! This is a definite bonus for gamers who can't wait until next spring for more *MGS2* action.

Document of Metal Gear Solid 2 will be available in Japan late this summer and should hit the U.S. sometime this fall. Thankfully, it shouldn't set you back all that much—the Japanese version will cost only about $25, and we're expecting a similar price for here. Frankly, we're just stoked that this awesome collector's item will make its way to the States—it sounds too cool to miss out on.



Artist Yoji Shinkawa decked out in bomb-squad gear (worn by Fatman in the game), from when the team visited with the NYPD.

COMBO
ADDITION
35

What's next for the Metal Gear Solid series?

Metal Gear Solid 2: Substance: Essentially a director's cut of *MGS2*, this package, due out next spring, comes with the original game and a whole bunch of extras. What kinds of extras? Well, an entire set of VR Missions, for one. There also are Alternative Missions, which are completely new storylines using *MGS2*'s environments. Plus, you get Snake Tales, five new short games starring Snake. Finally, there will be mini-games, including a skateboarding mission with Snake himself. It uses Konami's *Evolution Skateboarding* engine, so it's a legit skateboarding game in itself!

Metal Gear Solid Online: Series creator Hideo Kojima keeps hinting it's in the works, though quite a ways off. "We're trying to see what we can do technically," he tells us. "We're trying to figure out what kind of an online game it would be. My team members play a lot of PC first-person shooters such as *Counterstrike*, so we're trying to examine what's so appealing about them and how we can relate that to the Metal Gear formula. My only problem is that usually they aren't studying—they're just playing."

Metal Gear Solid 3: A new *Metal Gear Solid* game is slated for late next year, though it's not yet entirely certain what it will be. As Clish mentioned last month, it could be either one of two things: a) a side story that takes place between *MGS* and *MGS2*, or b) a remake of the original *MGS*, possibly brought up to date with modern technology.

HAPPY BIRTHDAY TO US!

Thanks to all your support throughout the years, we've reached issue 60, our fifth birthday! To celebrate, we're sharing our musings on various Top 5 lists, which you'll find sprinkled throughout the magazine. Here's to five more years with *OPM*!

TOP 5 PLAYSTATION INNOVATIONS

5 **Thanks for the memories.** PlayStation gave us the Memory Card, which made game-saving both functional and user-friendly. These tiny cards were easy to pop out and bring to a pal's house to play, swap or even copy. Little game save icons just added to the fun.

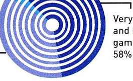
4 **More than games.** The PSone doubles as a CD player. The PS2 is the only console to play DVD movies out of the box. We just wish Sony shipped the PS2 with better DVD drivers and that slick remote. Even so, it's still the only true multimedia machine on the market.

3 **Backward compatibility.** From the day the PS2 launched, Sony could boast a massive library of hundreds of games.

2 **Birth of the cool.** From the beginning, Sony knew what it was after: adults—and their comparatively larger wallets. Not only did Sony design the PlayStation to look less like a toy and more like a consumer electronics product that grown-ups could proudly display in their living rooms, but its ad campaign also skewed toward a mature audience (remember those slightly risqué spots featuring Sofia from *Battle Arena Toshinden*?). Sure, Sony invited the standard teen gamer along for the ride, but the "cool" ads and the "cool" design helped make gaming as a whole "cool."

1 **In control.** The first PS controller was already lightyears beyond all the clumsy joypads on the market—but with the Dual Shock, Sony created the perfect gaming interface.

How interested are you in watching TV shows about games?



ZOE'S WORLD

THE CONVERGENCE GAME

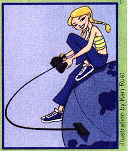


illustration by Kari Rust

So I've been patiently awaiting the arrival of the anticipated PS2 Network Adapter that will allow us all to catapult our solitary consoles into the brave new world of online entertainment. Communicating with PS2 fans around the globe will create a legion of united gamers to bridge the gaps between race, gender and inequalities everywhere! OK, so maybe I've had too much time to think about the effects of this technology "convergence," a buzzword that I'm continually swatting away as it swirls around my head a thousand times a day in news articles, press releases and technology interviews with leading industry experts.

Online gaming is nothing new to PC gamers, and we've all had the bonus of a DVD player to keep our overdeveloped entertainment cortexes stimulated when our thumbs are worn out from playing. But convergence—the act of incorporating multiple technologies into one—seems to represent the stuff of Star Trek when we imagine handheld communication and entertainment devices that grant us access to DNA blueprints of our friends while at the same time ordering a pizza and sending troops into a virtual battle with 3 million connected gamers. Actually, I find the whole hive-mind mentality somewhat appealing! Imagine logging on and sharing an abstract neural connection with millions of like-minded individuals all existing on a similar plane of thought.

Hmmm, maybe *freaky* is a better word than *appealing*. Even freakier, convergence is happening without changing the current landscape of our video game machines. The sleek black shape of the PS2 makes us feel safe and warm (well, that's how it makes me feel most days). We feel at ease because we understand its purpose and even its limitations. Then suddenly, we're handed a whole new level of functionality while our machines appear physically unchanged. While the PC often leaves me floundering in foreign Internet territory at the click of a mouse, the PS2 will hold my hand as I cross the street into the online world. The game content feels familiar; granted, it's more extensive, but the similar names and faces are there.

Some day, we'll all be the proud owners of online broadband networked palmtop wireless infrared handheld cellular episodic downloadable massively multiplayer DVD high-speed interactive one-stop connectivity platforms. We'll barely notice as new technology gets absorbed quietly into our gaming experience. Because no matter what it morphs into, we'll only know it as PlayStation.

Zoe Flower is a multimedia superstar. She writes, she makes Web sites, she illustrates, she does funky things in front of a TV camera. Check out her Web site, www.zoeflower.com.

G4 IS LIVE!

The TV network for games fans

Now that G4 is finally up and running, is it really the MTV for the gaming generation? Or is it painfully embarrassing and not worth your time? Always ready for some serious investigative reporting, we crashed in front of the TV for a few hours to absorb the network's finest.

G4 was in full-on post-E3 mode when we tuned in, and coverage of the games at the show was good. First up was "countdown" show *Filter,* featuring effusive and bubbly host Diane Mizota enduring an awful script. Some tasty visual treats in the shape of gameplay footage lifted the bar, though, making a show worth tuning in for.

A sometimes-self-indulgent E3 special followed, featuring a number of hosts from the network's other shows alternating between interviewing games reps and "being wacky." Featured hosts included Vic Lucas and Tommy Tallarico from *Judgement Day*, the hilarious Wil Wheaton and Travis Oates from multiplayer challenge show *Arena* (you might remember Wheaton as Wesley Crusher in *Star Trek: Next Generation*), and G4TV.com's Scot Rubin and Tina Wood. The hour-long special featured footage from big games on all major systems, and probably showed the most potential for the direction the network as a whole can develop in the coming year.

For information, schedules and a way of requesting the network on your local cable provider (if you don't already get it), go to www.g4tv.com.

TOP 5
OVERLOOKED GAMES

5 **Board Game: Top Shop**
Who knew a Monopoly-like board game set in a mall could be so fun? Plus, it's only $10—if you can find it.

4 **Ape Escape**
One of the best platformers ever made, with a brilliantly innovative control scheme for capturing all those cheeky monkeys.

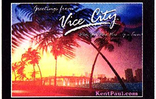
3 **Klonoa (series)**
Another fantastic platformer, *Klonoa* (and its PS2 sequel) may be the pure essence of gaming fun.

2 **Rez**
Part old-school shooter, part new-school music game, *Rez* transcends the average game to become an entrancing experience.

1 **Ico**
Revolutionary? A work of art? Sure, but it's also a masterpiece of game design that's incredibly fun to play.

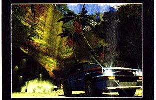
DATA STREAM

Vice City Greeting



The first Web site for *GTA: Vice City* has been spotted! Head over to '80s nostalgia site www.kentpaul.com to see. Not only is it amusing, but it delivers a snapshot of *Vice City* in this postcard.

EA's Shox Tactics

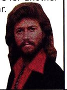
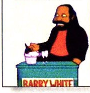


EA Europe has revealed its first game in the EA Big line: *Shox*. An arcadey rally title, it hits Europe this fall. No word on a U.S. release yet.

By the Numbers

The PS2 shows no sign of slowing down! According to Sony, system sales have more than doubled since the price drop to $199 back in May. Sony now produces 2 million new PS2s a month to meet the demand of gamers around the globe. It expects to up that number to 3 million soon!

SEPTEMBER CALENDAR

1 SUNDAY • **Barry Gibb** stays alive for another year. 	**2** MONDAY • **Salma Hayek** is 34, and believe it or not, **Keanu Reeves** is 38!	**3** TUESDAY • **Dual Hearts**, **Blade 2**, **Summoner 2**, **Pac-Man Fever** and **Kelly Slater's Pro Surfer** in stores.	**6** FRIDAY • The distinctly awful looking **Swimfan** is in theaters.	**9** MONDAY • **Adam Sandler** (1966) 	**10** TUESDAY • **Ryan Phillipe** is 27 and has a lovely wife. • **Armored Core 3, Eggmania, Gundam** and **The Scorpion King** in stores.
12 THURSDAY • Sex god **Barry White** turns 58. 	**18** WEDNESDAY • **James** "Tony Soprano" **Gandolfini** is 41. He can pick up **Hitman 2** along with **Need For Speed: HP2**, **Sly Cooper** and **Wild Arms 3**.	**20** FRIDAY • **A Guy Thing**, starring **Jason Lee**, **Julia Stiles** and **Selma Blair**, is in theaters.	**21** SATURDAY • **Bill Murray** is 52 and country crooner **Faith Hill** is 35. 	**25** WEDNESDAY • Games galore, including **Tekken 4**, **Prisoner of War**, **Simpson's Skateboarding**, **Robotech**, **Taz: Wanted** and **Star Wars: Clone Wars**.	**27** FRIDAY • **Ecks Vs. Sever**? Two spies kick the crap out of each other. Or try **Abandon** with **Katie Holmes** and **Benjamin Bratt**.

All dates are correct as of press time. And did you realize that *OPM*'s reviews editor Joe Rybicki would look exactly like that pic of Barry Gibb if he had a full head of hair and a lush beard? Take a look—it's true!

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TEEN T CONTENT RATED BY ESRB

Animated Violence

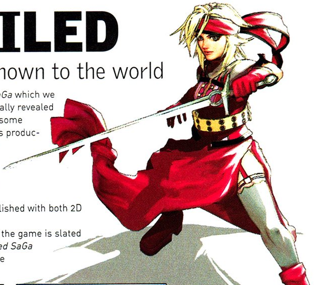
SAGA UNVEILED

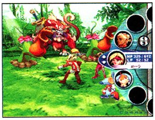
Square's next PS2 RPG is finally shown to the world

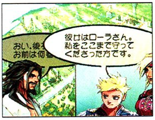
Remember that new *SaGa Frontier* installment called *Unlimited SaGa* which we told you was in the works a few issues back? Well, Square has finally revealed that the game is coming and has even released first screens and some details! *Unlimited SaGa* is once again being overseen by longtime series producer Akitoshi Kawazu and looks to possibly take this lesser-known of the Square franchises into the spotlight.

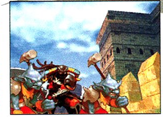
As you'll no doubt notice from these screenshots, *Unlimited SaGa*'s visuals retain the series' hand-painted look—but while the presentation remains faithful to previous installments, it's also lightyears better than anything Square's come up with before. The look is accomplished with both 2D and 3D graphics, yielding absolutely stunning results.

It's still too early to talk about the story or gameplay, but considering the game is slated to hit this December in Japan, count on us delivering plenty on *Unlimited SaGa* shortly. A U.S. release has yet to be announced, but our sources indicate that Square's already got it in the plans.



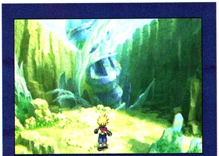



おい、後
お前は何
彼女はローラさん。
私をここまで守って
くださった方です。

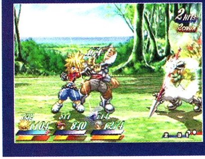


Unlike Final Fantasy, Square's SaGa series has shied away from realism, opting for a watercolor-esque visual style.

True Tales of Destiny Sequel Revealed



Namco has finally unveiled its *Tales of Destiny* sequel for the PS2. Titled *Tales of Destiny 2* (no, it's not the same *Tales of Destiny II* we had here on the PSone—that was the renamed *Tales of Phantasia* from Japan...confusing, yes), this full-fledged sequel takes place 20 years after the first game and sets you in the role of Kyle Dunamis, the son of original heroes Stahn and Rutee. As you can see from these screens, the game sports some stunning 2D graphics, and the action-based battles look more fun than ever!



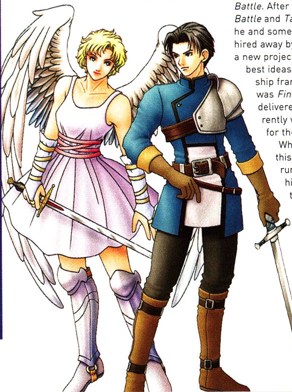
Square Gets Ogre Battle

THE ORIGINAL TACTICS TEAM JOINS THE SQUARE FAMILY

Square's made no secret over the years that it looks fondly at the *Ogre Battle/Tactics Ogre* series from the developer Quest. After all, Square's own *Final Fantasy Tactics* bore more than a few similarities to Quest's *Tactics Ogre*. Still, Square greatly surprised RPG fans when it recently announced that not only had the company picked up the rights to the *Ogre Battle* franchise, but it had outright bought Quest as well. This means that all future *Ogre Battle* installments will be coming from Square—while still being developed by the masters at Quest. But there's more to this story than what's on the surface. A lot more.

You see, Square's Yasumi Matsuno, esteemed director of such Square blockbusters as *Final Fantasy Tactics* and *Vagrant Story*—not to mention a high-ranking official within the company—is none other than the creator of *Ogre Battle*. After developing the original *Ogre Battle* and *Tactics Ogre* games at Quest, he and some fellow staff members were hired away by Square with the promise of a new project—one that would mix their best ideas with clout of Square's flagship franchise. The project, of course, was *Final Fantasy Tactics*. They next delivered *Vagrant Story* and are currently working on *Final Fantasy XII* for the PS2.

What's interesting about all of this, though, are the unconfirmed rumors stating that Matsuno and his associates will reunite with the Quest team for another *Ogre Battle* game at Square once the *Final Fantasy XII* project is completed. Considering the lengths that both Matsuno and Square went through to gain control of both the *Ogre Battle* franchise and the team, we're guessing this to be highly likely—though it sounds too good to be true!



DATA STREAM

He's Back. Again.

In addition to *Terminator: Dawn of Fate*, Infogrames has revealed it's currently working on a *Terminator 3* game to coincide with the release of the movie next summer.

SNK PS2 Sequels

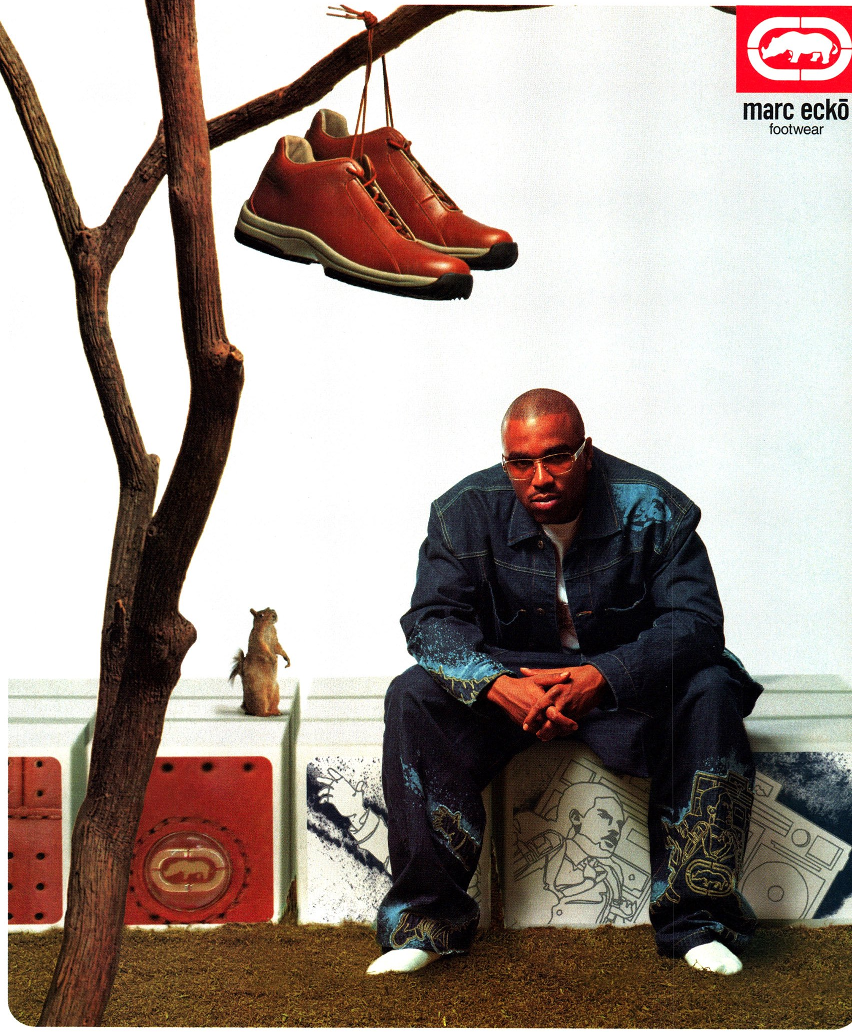
Playmore, a company with the rights to SNK franchises, has announced *Metal Slug 3* and *King of Fighters 2001* for the PS2 this winter in Japan. Hopefully Agetec will bring them here soon after.

More Swordplay

Tapping the Japanese market, Ubi Soft has announced it will bring over the bushido sequel *Kengo 2* as well as *Super Bust-A-Move 2* for the PS2. Look for both this fall.

Fantasy Classics

Although the *Final Fantasy VII*, *VIII* and *IX* remakes never happened on PS2, word from Japan says that Square is remaking *FFI* and *II* for the PSone. Sounds crazy this late in the game, but we'll find out if it's true soon enough.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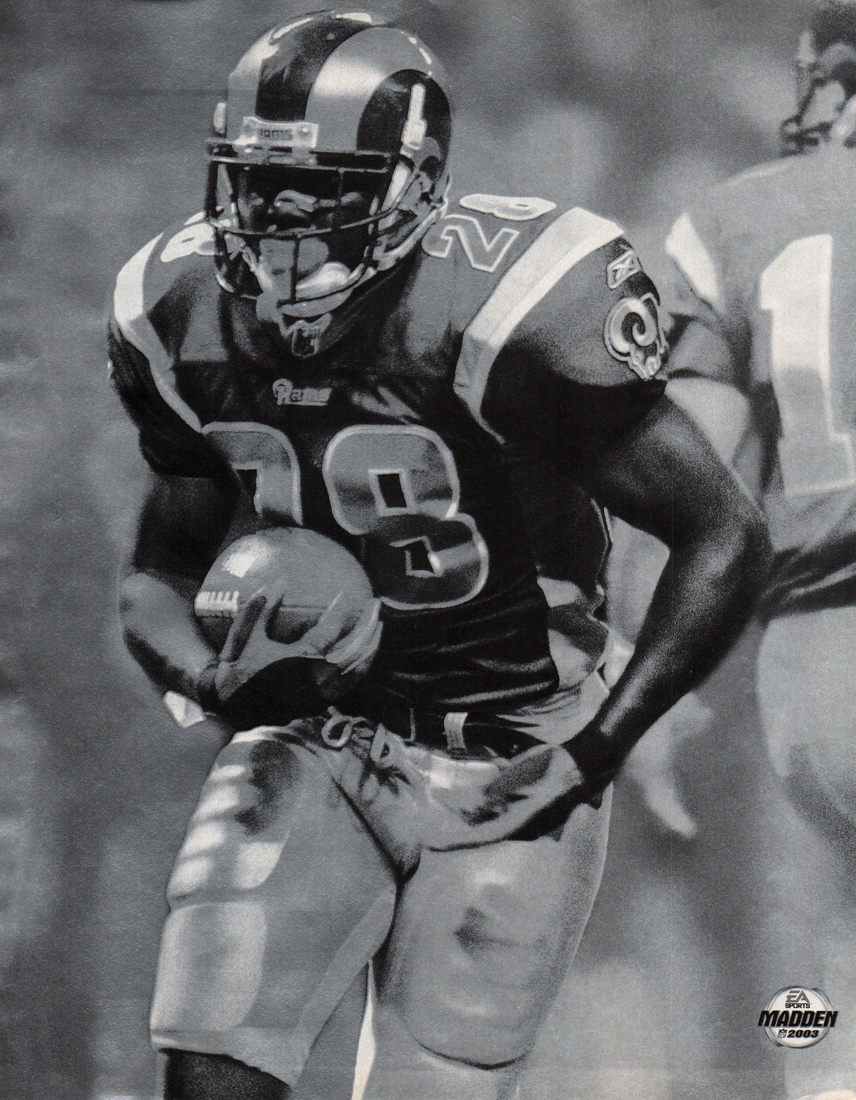
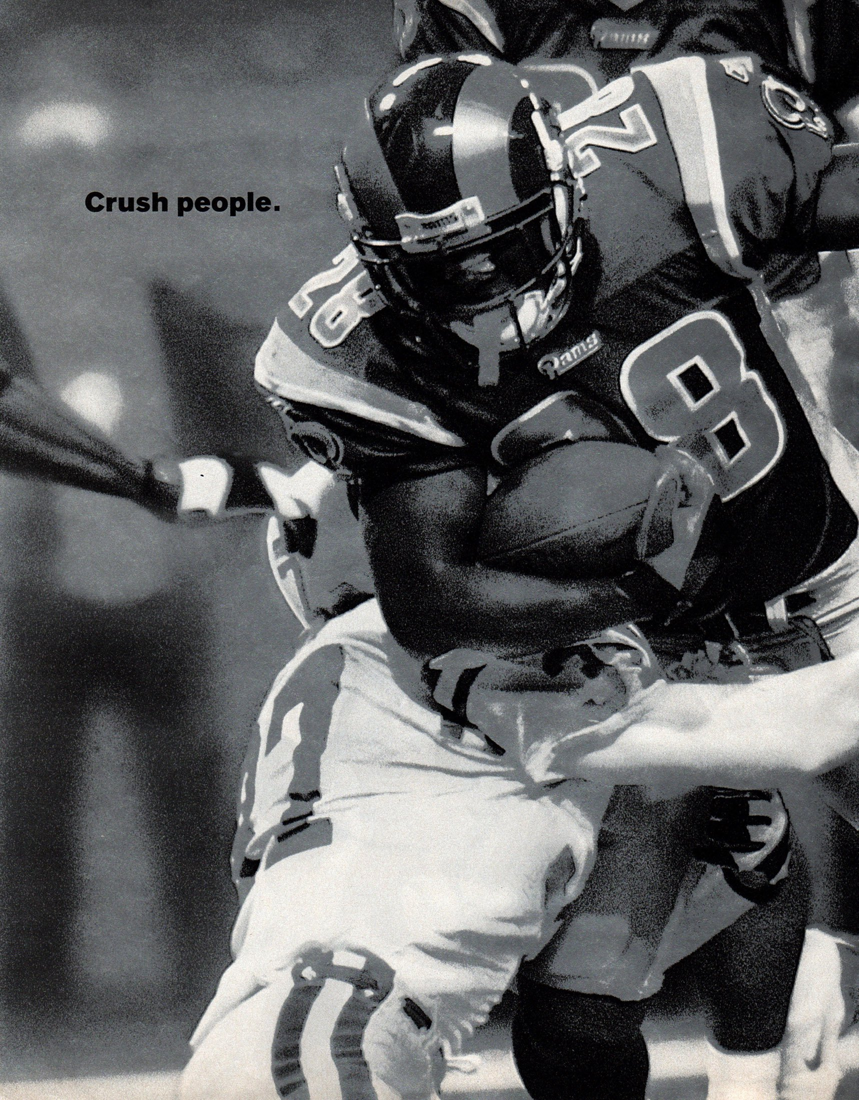
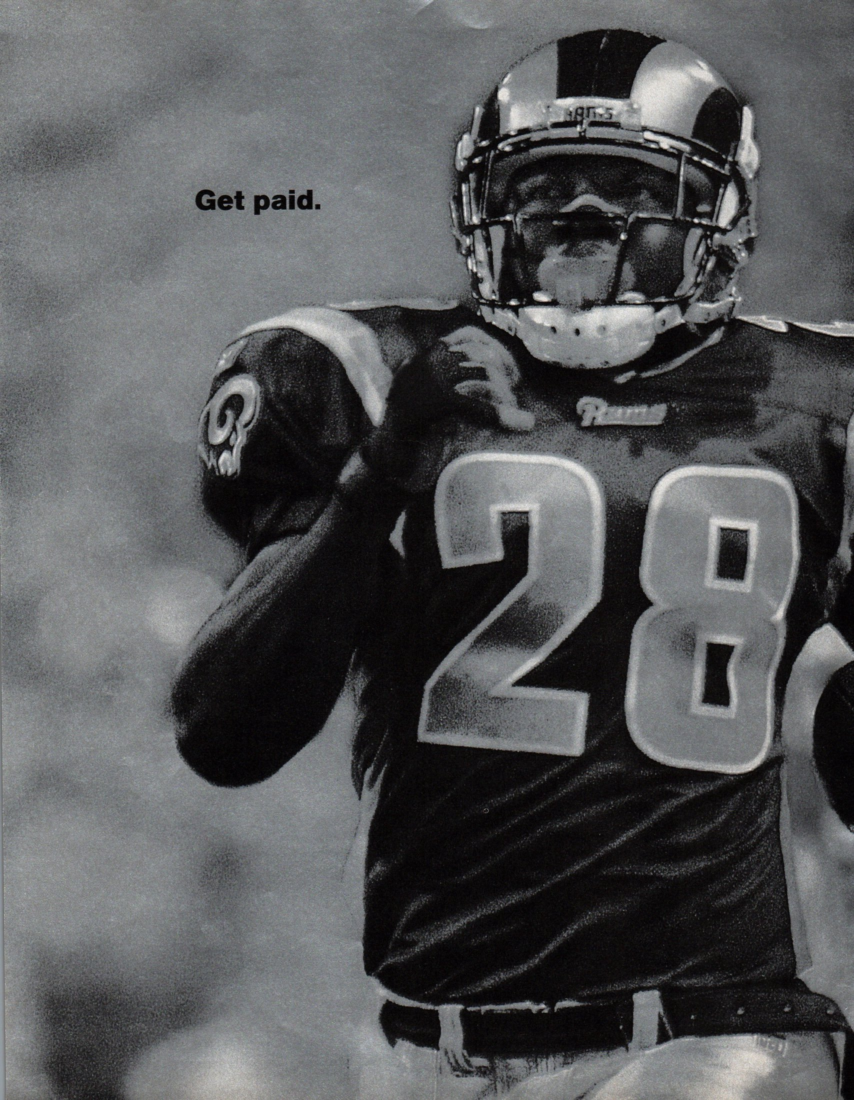

EA SPORTS
MADDEN
2003


Crush people.
Rams
28

EA SPORTS
MADDEN
NFL 2003


Get paid.
Rams
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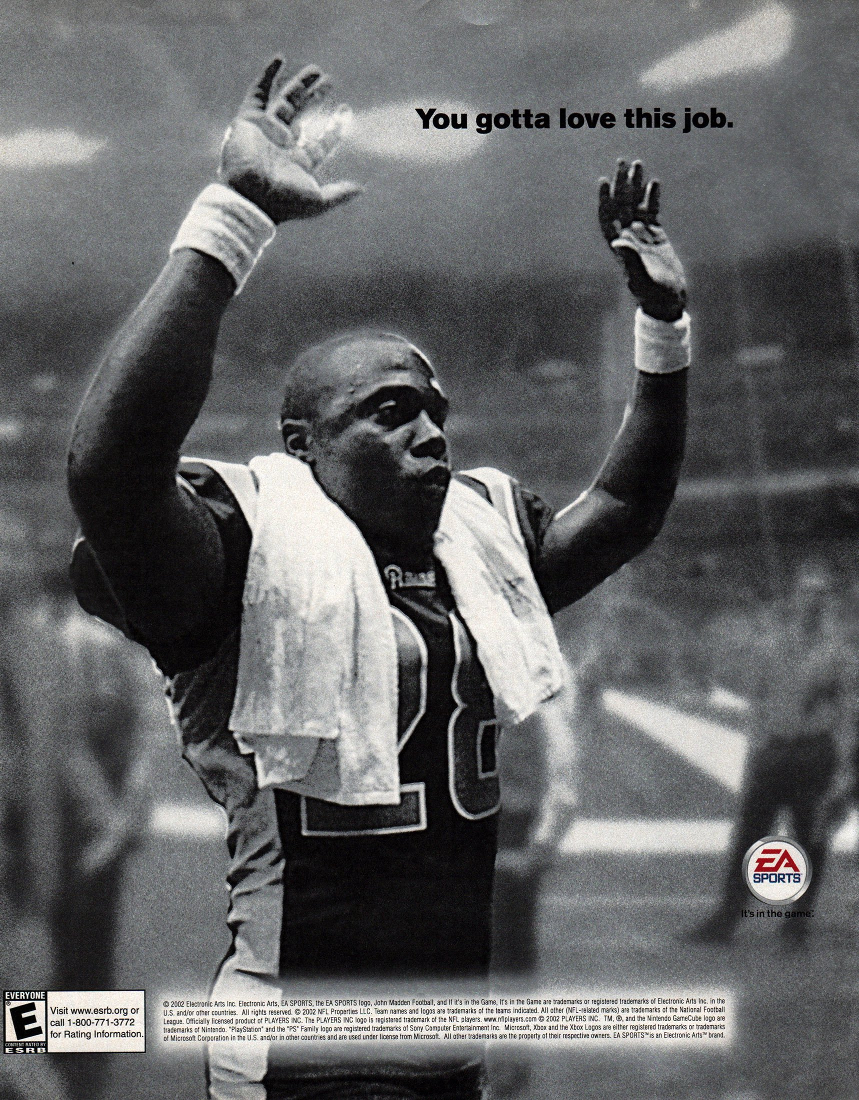
EA SPORTS
MADDEN
NFL 2003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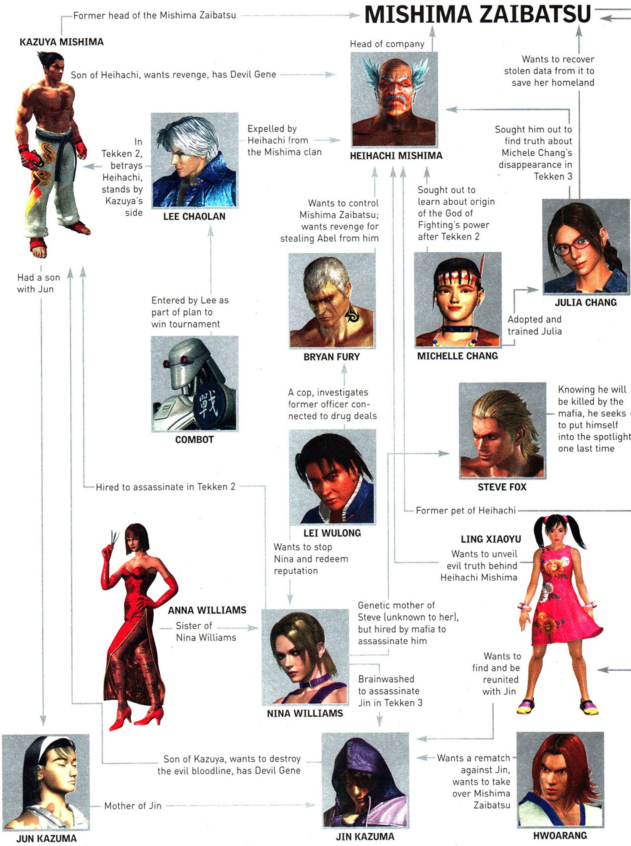
EVERYBODY IS KUNG

Instead of just delivering a bunch of new screenshots and rehashed details about *Tekken 4*, we've decided to take a closer look at something that most of you have probably ignored or didn't even know existed: the game's storyline. In the past, Namco has gone to considerable lengths to create the dynamics of how the characters in the Tekken universe relate to each other. Now, Namco has taken it one step further with the addition of the Story Mode in the home version of *Tekken 4*. At the center of this complicated world is Heihachi Mishima, who is seeking to harness the Devil Gene and is the head of the Mishima Zaibatsu corporation. This corporation is the sole organization behind The King of Iron Fist Tournament. All the Tekken combatants have well-developed backgrounds explaining why they've chosen to put their lives on the line in this tourney. To help guide you through this complex world, we've devised a chart that shows the relationships and interaction between the characters. And you thought those *Tekken* endings never made any sense!


MISHIMA ZAIBATSU
Former head of the Mishima Zaibatsu
KAZUYA MISHIMA
Son of Heihachi, wants revenge, has Devil Gene
Head of company
HEIHACHI MISHIMA
Wants to recover stolen data from it to save her homeland
In Tekken 2, betrays Heihachi, stands by Kazuya's side
Expelled by Heihachi from the Mishima clan
LEE CHAOLAN
Sought him out to find truth about Michele Chang's disappearance in Tekken 3
Wants to control Mishima Zaibatsu; wants revenge for stealing Abel from him
Sought out to learn about origin of the God of Fighting's power after Tekken 2
Had a son with Jun
Entered by Lee as part of plan to win tournament
BRYAN FURY
MICHELLE CHANG
Adopted and trained Julia
JULIA CHANG
COMBOT
A cop, investigates former officer connected to drug deals
Knowing he will be killed by the mafia, he seeks to put himself into the spotlight one last time
STEVE FOX
Hired to assassinate in Tekken 2
Former pet of Heihachi
LEI WULONG
Wants to stop Nina and redeem reputation
LING XIAOYU
Wants to unveil evil truth behind Heihachi Mishima
ANNA WILLIAMS
Sister of Nina Williams
Genetic mother of Steve (unknown to her), but hired by mafia to assassinate him
Wants to find and be reunited with Jin
Brainwashed to assassinate Jin in Tekken 3
NINA WILLIAMS
Son of Kazuya, wants to destroy the evil bloodline, has Devil Gene
Wants a rematch against Jin, wants to take over Mishima Zaibatsu
Mother of Jin
JUN KAZUMA
JIN KAZUMA
HWOARANG

SECRETS OF THE FIGHT CLUB

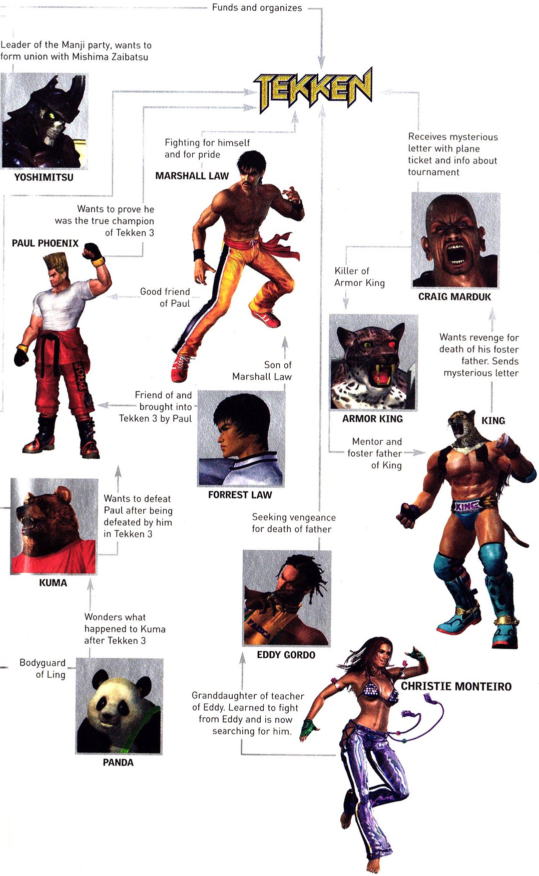
STAGE
30
PUSH P2 START
JACK
YOSHIMITSU
Acropolis

TEKKEN

The worldwide martial arts tournament funded by the Mishima Zaibatsu corporation is nearing an end. Only eight fighters remain. The remaining fighter will take on Heihachi Mishima for a chance to win a large cash prize and be crowned The King of Iron Fist.

Kazuya earns the right to face his father, Heihachi, at the end of the tournament. The final battle takes place at the same spot where Heihachi had once taken down Kazuya at the age of five. This time, Kazuya emerges victorious, bearing a scar across his chest from his father. Kazuya then tosses Heihachi's body off the edge of a cliff. Once done, Kazuya gains control of the Mishima Zaibatsu and takes the corporation to new heights.

FU FIGHTING



Funds and organizes
TEKKEN
Leader of the Manji party, wants to form union with Mishima Zaibatsu
YOSHIMITSU
Fighting for himself and for pride
MARSHALL LAW
Receives mysterious letter with plane ticket and info about tournament
Wants to prove he was the true champion of Tekken 3
PAUL PHOENIX
Good friend of Paul
Killer of Armor King
CRAIG MARDUK
Son of Marshall Law
Wants revenge for death of his foster father. Sends mysterious letter
Friend of and brought into Tekken 3 by Paul
ARMOR KING
KING
Mentor and foster father of King
FORREST LAW
Wants to defeat Paul after being defeated by him in Tekken 3
KUMA
Seeking vengeance for death of father
EDDY GORDO
Wonders what happened to Kuma after Tekken 3
Bodyguard of Ling
PANDA
Granddaughter of teacher of Eddy. Learned to fight from Eddy and is now searching for him.
CHRISTIE MONTEIRO

TEKKEN 2

Two years after the conclusion of the first Tekken, someone within Mishima Zaibatsu mysteriously notifies news agencies around the world about a new tournament with a prize worth over a thousand times more than the first tourney. So begins Tekken 2.

Jun Kazama learns that the source of Kazuya Mishima's power is his Devil Gene—yet she's still drawn to him. Similar to the first tourney, the second Tekken ends with a final match between Kazuya and the mysterious organizer of the tournament, Heihachi Mishima, who everyone thought was dead. This time, though, Heihachi wins. Unaware of the Devil Gene within Kazuya, Heihachi casts his body into a volcano and regains control of the Mishima Zaibatsu. With Kazuya gone, Jun hides and raises their son, Jin, on her own.

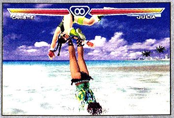
TEKKEN 3

Fifteen years later, martial artists around the world are disappearing without a trace. Sensing that an evil darkness is upon her, Jun tells Jin, now a teenager, everything about his family's haunted past. She also tells him to seek out his grandfather, Heihachi, if anything should happen to her.

One night, Jun's premonitions come true when she's attacked by Toshin. Jin tries to protect her but is knocked out during the fight. When he awakens, Jun and Toshin are gone. Knowing his mother has been slain by Toshin, Jin goes to Heihachi so he can be trained and get his revenge.

To draw Toshin out, Heihachi sets up a third tournament. Four years after Jun was killed, Jin, now 19, defeats Toshin, but Heihachi betrays Jin by mortally wounding him. With his life fading, Jin transforms into a Devil and strikes down Heihachi before disappearing.

TEKKEN 4



CHRISTIE
JULIA

Having failed to capture Toshin for genetic experimentation, Heihachi orders his scientists to gather tissue and genetic samples in hopes that he can splice Toshin's genetic code with his own. Heihachi soon discovers that he needs the the Devil Gene to carry out his experiment. Since he lacks this gene, he seeks out the one person who has it—Jin Kazama—but comes up empty-handed.

Heihachi soon learns that rival company G Corporation has unearthed Kazuya's body. Knowing that Kazuya also had the Devil Gene, he seeks to steal the body. His task force makes a hit on the company, but they're taken down by a lone figure that Heihachi later learns is Kazuya. Kazuya had been resurrected by G Corporation, which was helping him understand and control his Devil side.

In order to capture Kazuya, the Mishima Zaibatsu announces a fourth tournament, only two years after Tekken 3. The challenger who defeats Heihachi would win control of the Mishima Zaibatsu. Knowing that this was a trap, Kazuya enters, still thinking that this is his best chance to defeat Heihachi once and for all. And so, the fourth tournament begins.

THE WATCHDOG

illustration by Gary Taxali

USEFUL VIDEO GAME VIOLENCE

Here's an interesting question for you to consider: Is there any time that violence in a video game might actually be useful—and serve to make and illuminate a larger point? Let me give you one example where the answer could be "yes."

Recently EA released two games in its *Medal of Honor* series—one for the PS2 and one for the PC. Both are first-person shooters, which are precisely the sort of games that get the most flack for being egregiously violent, since many of them are strictly of the "let's run around and kill as many things as it's possible to kill" school of gameplay. The *Medal of Honor* games, however, are set during World War II—you're an Allied soldier taking on the Germans during several missions. Both games feature one common mission: A re-creation of the Allied Landing on Omaha Beach, D-Day, June 6, 1944.

Every good American (and Brit, and Canadian) knows the facts about D-Day: It was the largest invasion force in the history of the world, with 5,000 ships, 11,000 airplanes and 150,000 Allied forces coming ashore on five beaches in Normandy. At the end of the day, 10,000 troops were killed or wounded, many of those coming from Omaha Beach, where the defending Germans put up their fiercest resistance, decimating the 1st and 29th U.S. divisions.

But knowing the facts isn't the same as getting a feel for what the soldiers who actually took Omaha Beach had to go through. Those of us who weren't there (heck, weren't even thought of yet because even our parents weren't born) have gotten a glimpse from films, both documentaries and fictional accounts, one of the most recent and graphic being the opening half-hour of Spielberg's *Saving Private Ryan*. But even those depictions are passive: As graphic as Ryan is, we're watching the events happening to others in the film.

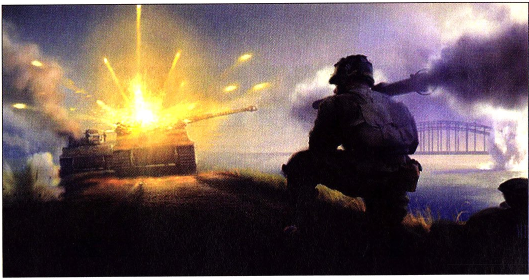
This is where *Medal of Honor* comes in. The experience of the game is first-person: You have to make your way out of the landing boat, to the beach, across a strip of sand toward the rocky bluffs where the Germans are, raking the invading force with machine-gun fire, mortars and God knows what else. And the thing you notice as you're playing this video game re-creation of D-Day is simple: You die. Over and over and over and over again. The first time I attempted the landing, I don't think I even made it out of the boat. It took me close to a dozen tries to actually trudge out of the water onto the beach—and from there, things got much, much worse. It was a grim experience.

Now, let's take a moment to remind ourselves that the experience of these games isn't even remotely close the real event. First off (and ironically), the games are far less bloody than the actual landing. Second, there's no comparison to the experience of playing a video game and actually participating in a war, even if the U.S. Army is releasing a video game combat simulator.

Be that as it may, this pale first-person re-creation of the hell and chaos of Omaha Beach was the thing that most vividly brought home to me both the intensity of the actual battle, and the courage and sacrifice of those who actually took the beach. If you want to bring history home to the video game generation and make them appreciate what it takes to have victory in war, something like this video game mission could just be the way to do it.

It's violent, yes. But I bet after leaving 10 or 15 doppelgangers dead on their virtual Omaha Beach, today's kids won't take D-Day for granted. And that's not a bad result for violence in video games.

John Scalzi wants to know what you think about this column. Write him at john@scalzi.com, or go online to *OPM*'s message board at www.gamers.com and start up a discussion with him and other *OPM* readers. See you there!



THE ART OF WAR

5 QUESTIONS WITH THE MEDAL OF HONOR: FRONTLINE TEAM

1 Which does the *Frontline* team think is better: *Band of Brothers*, *Thin Red Line* or *Saving Private Ryan*?

That's an easy one. *Band of Brothers* would definitely be the favorite. All of them are great visions of WWII, but since *Band of Brothers* is longer, there's more time to get to know the characters, more area to cover, and more battles and events to see. I've seen all the episodes, and when they finished I found myself wishing for more... Steven? Tom?

2 Like children, we're sure you love them all, but if you *had* to pick, what's the team's favorite level in the game?

It's a big team and naturally there's more than a few opinions on this, but Arnhem Knights is mentioned as the favorite most often. The juxtaposition of the beautiful music against the background of the destroyed city is deeply moving. Fighting alongside the Brits while trying to take out Panzers is very challenging, and the whole experience of fighting through the level is almost physically draining.

3 Where did the idea of the recurring Malevolent Chef come from? Do you think it's too subtle for people to notice that he keeps showing up with more and more bruises?

Sunil [Thankamushy, lead animator] and Chris [Cross, lead designer] came up with the idea for the Chef for the first *Medal of Honor*, but there wasn't time to get him in. With *Frontline* we realized the opportunity was there to have a great Chef character, and they seized the moment. I'm glad to see you noticed the subtlety about the Chef's survival instincts, as I personally believe that some subtlety and humor is a big addition to the product. We really want to give our audience the benefit of the doubt and not hit people over the head with everything we do.

4 How the heck are we supposed to get a gold medal in the Enemy Mine?! You really make that one tough.

You have to play the level a number of times and memorize where the enemies appear so you can pre-target them. We know its tough, but that was the way we wanted it—you can't have the last few missions be a cakewalk. You're meant to be a real soldier by that point.

5 Could you give us one password/unlockable that the *OPM Frontline* players can put to use?

Entering ANIMREEL in the Passwords section will give you a nice movie from a behind-the-scenes perspective in the Gallery section.

(Questions answered by Tarrnie Williams, senior producer for *Medal of Honor: Frontline*)

TOP 5 STORYLINES

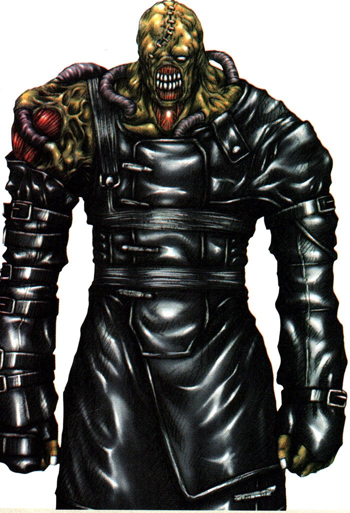
5 Silent Hill
Before *Silent Hill*, survival horror games went straight for the gut with blunt visceral attacks. But Konami's chilling frightfest took a different route, slowly and subtly reaching into the deepest recesses of the mind, implanting a creepy, encompassing fear that's impossible to shake.

4 Ico
Sometimes it's not the story itself, but how you tell it that counts. *Ico*'s fairytale fable unfolds like an interactive impressionist painting, with a tale that's told through gestures, glances, action and interaction rather than rote dialogue and other conventional means.

3 Xenogears
Fearlessly tackling the heavy stuff, like the role of religion and the potential for man to overcome God, *Xenogears* highlighted the destructive powers of both faith and technology. But this was also a highly personal story of a young man searching for his identity, contending with the powers that lie within him. A heady brew.

2 Grand Theft Auto III
Because of the freedom in *GTA3*, many forget that it had one of the best stories in PS2 history. From the plot twists (when the crime boss Salvatore Leone tried to whack you), to the other plot twists (when Asuka blames someone other than you for her brother's death), this game surprises over and over.

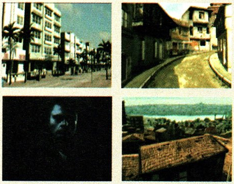
1 Final Fantasy X
Topping it's predecessors by offering the tightest story yet for the series, *FFX* has everything you'd ever want in a role-playing game: action and adventure; a likable, well-drawn cast; a love story; a search for individual meaning; a quest to redeem the world. Best yet, it all unfolds with the economy and skill of the best movie scripts.



HE'S BACK

Our worst nightmares have come true: Nemesis is making a return. But not on your PlayStation—instead, on the big screen. *Resident Evil* director Paul Anderson has revealed that the ultimate Resident Evil freak will be stealing the show in his next flick based on the Capcom franchise. Titled *Resident Evil 2: Nemesis*, the movie will be set during the same time period as the *Nemesis* game and will be loosely tied to the events of the game's story. Milla Jovovich will once again star as Alice, but she'll run into characters from the game. "So it will be survivors from the movie meet survivors from the game," Anderson told Empire Online. "We're going to introduce Jill Valentine and Carlos Oliveira from the game and a few little surprises as well. Of course there's the Nemesis himself, too, the big dude." Anderson is still working on the script at the moment, so don't expect to see the movie until the middle of next year at the earliest.

Driver 3 Spotted



Now that *Stuntman*'s out of the way, Infogrames and Reflections are going full throttle on *Driver 3* for the PS2 and have released a first trailer for the game on the Web. While it doesn't show much in the way of actual gameplay, it did give us a tantalizing peek at some of what's in store. For example, the trailer reveals three of the game's settings: Miami, Nice, and Istanbul. It also shows us a glimpse of Tanner walking in dim light along with a brief cut of him firing a weapon. It's certainly enough to get us psyched for what's to come. To see the trailer for yourself, head over to our home on the Web at **opm.gamers.com** and download away. And then feel free to drop by our message board to tell everyone what you think of it.

Road Test: GT Project Geneva

Gran Turismo Concept 2002 Tokyo-Geneva has finally been released in Europe, and being the big GT freaks we are, we had to take it for a spin. Essentially an enhanced version of the Japanese *Gran Turismo Concept Tokyo*, *Geneva* features a bunch of extra cars from European auto manufacturers such as Audi, Volkswagen, Mercedes and Renault—198 cars in total, of which 90 you can actually drive. These are split into five categories: Pacific (Asian and U.S. cars), European, Fantasy, Concept and Racing. It's really quite a cool addition to the Gran Turismo franchise and has us begging Sony CEA: When the heck are we going to see a *GT Concept Detroit*?

ONLY IN JAPAN

Combat Queen
Taito, PS2

Every once in a while, a title comes along that simply defies explanation, even by this column's standards. Taito's *Combat Queen* is such a game. It's...an FMV game? Not really. It's...a shooter? Yes, and no. It's...an Adults Only game? No–but it sure isn't for the kiddies either. So the best way to explain it is to combine all of those: A simple shooter with FMV scenes as rewards featuring gratuitous shots of various Japanese females holding guns in provocative outfits and grinning inanely. Of course, there's a story behind it that makes the premise, er, "believable." As in all shooters, evil bug-like aliens are invading the planet, and mankind's only hope are five powerful androids who happen to look like Japanese supermodels, the Combat Queens. The story is told through a set of live-action videos of quality that would make Ultraman blush, with the Combat Queens running, jumping and ducking through cheesy special effects. There's a game here, too, and it's slightly more varied than initially expected: It's divided between a *Resident Evil*-style mode (fixed camera, CG background) and a "video shooting" mode (a throwback to the earliest days of FMV gaming—a video plays and you shoot at bugs that appear). But let's not kid ourselves here, this is all about the Combat Queens. Each stage is just filler before the next cutscene and a way to unlock "special" movies, which apparently show behind-the-scenes footage of the actresses going bowling. The first edition of the game will even include a special set of Combat Queen postcards when it ships this month in Japan.

MORE BAD GIRLS

LARA CROFT: First she was a posh, clean-cut, well-endowed archaeologist. Then Angelina Jolie plays her in the movie, and suddenly our Lara dresses in black and snaps guards' necks.

SOFIA: This leather-wearing, whip-wielding dominatrix was one of the first PlayStation mascots. Though the fact that she was made of about 100 polygons kept the smut-meter down.

FEAR EFFECT GIRLS: You probably don't remember their names—and hey, neither do we. But you probably haven't forgotten that they, er, like each other, and are, um, rather close...

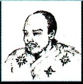
VICKI: With her Barbie-doll looks and cute pet lion, she might not seem so bad. But remember that she starred in *Portal Runner*, and shudder at the thought. *Baaad.*

DISSECTING JUBEI

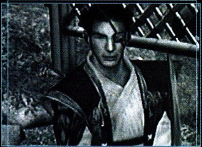
A closer look at the star of *Onimusha 2*

By now you're probably well aware that *Onimusha 2: Samurai's Destiny* features a hero new to the series named Jubei Yagyu. But did you know that Jubei is an actual historical figure? That his story has been told and retold many times in many types of popular media? Beyond that, he's just a cool character worthy of a closer look. So look more closely, already!

The Real Jubei



We're pretty sure the real Jubei Yagyu never battled demons like he does in Capcom's homage to him, but as an actual 17th-century samurai he faced plenty of action. Sword instructor to the Tokugawa shogun, Jubei was dismissed for unknown reasons. Rumors suggest he was sent on covert missions, earning the nickname of "The Emperor's Secret Servant." No one really knows, though—which makes his legend all the more appealing.

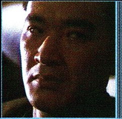


Where's the Eyepatch?

Many tales of Jubei describe him with an eyepatch. You may even remember such a feature in the *Onimusha 2* trailer at the end of the first game. Producer Keiji Inafune decided against this, though, "because the face looks so good," he told Japan's *Famitsu*.

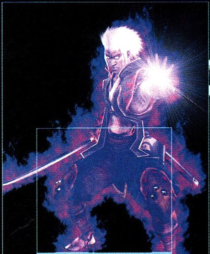
Soul Hand

Thanks to Takajo of the Oni Clan (who also discloses a shocking revelation), Jubei can suck in the souls of fallen foes via his left hand.



The Model

Just as the first *Onimusha*'s hero Samanosuke was modeled after a Japanese actor, the sequel's protagonist gets his looks courtesy of the late Yusaka Matsuda. Referred to by Capcom's Matt Atwood as the "Sean Connery of Japan," his biggest U.S. claim to fame was playing the villain in the Michael Douglas movie *Black Rain*, released in 1989 (the same year as his death).



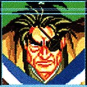
"Onimusha" Indeed

The Japanese word "onimusha" literally translates to "demon warrior"—which is exactly what Jubei becomes when he has collected enough demon souls. When he's in this temporary state, he's invincible.

NINJA SCROLL
Ninja RESURRECTION
REBORN FROM HELL
SAMURAI ARMAGEDDON
DVD

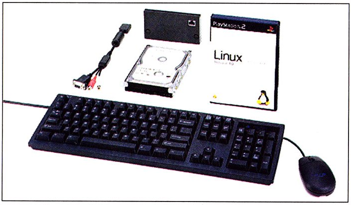
The Legend Lives On

When you're done with *Onimusha 2* and thirsting for more on Jubei, keep in mind his legend lives on in other forms. Check out animes like *Ninja Scroll*, *Ninja Resurrection* and even *Jubei-Chan, the Ninja Girl* (featuring the adventures of Jubei's lone ancestor in modern times). Prefer live action? Then the two *Reborn From Hell* movies (now on DVD) might be more your thing. Look hard enough, and you can find even more Jubei adventures.



Jubei's Other Games

Hardcore fighting-game fans know that *Onimusha 2* is not Jubei Yagyu's first gaming appearance. Rather, SNK introduced the character in its *Samurai Shodown* series.



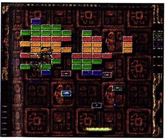
PS2 LINUX KIT

EXPAND THE HORIZONS OF YOUR CONSOLE

If you routinely say things like, "Hideo Kojima just got lucky when he made *Metal Gear Solid*!"—then we've got the perfect peripheral for you. Sony, for a couple hundred bucks, is letting you make your own games for the PS2. Now you can shut your cryhole.

Are you ready for this jelly?
This package is no joke: It turns your PS2 into a fully fledged Linux workstation and let's it behave like (shock!) a *computer*. Aside from the hardware, the most important items are the discs that feature the Linux operating system along with a number of tools that will allow you to tap into the power of the machine and develop (what else?) *games*. Linux, as any hacker knows, is an incredibly flexible "open-source" operating system that is constantly evolving. It's at the heart of many consumer electronics items (including TiVo) and it's very much the antithesis of Microsoft's Windows.

The Linux community is vast, which means that the resources for learning how to use it are many and varied. There's also a burgeoning online community specifically based around the PS2 kit (see sidebar).



Your game—especially your first one—doesn't have to be original. *LBreakout2* lgames.sourceforge.net/, for instance, is inspired by classic games like *Breakout* and *Arkanoid*.

Getting started
Before you can dive in, you'll need a computer monitor that can sync with the PS2. A user-created list is on the official PS2 Linux Web site www.playstation2-linux.com. You also need a standard 8MB Memory Card that you'll use for Linux kernel (kind of like installing the DVD drivers on a card, only for Linux). It's probably best for you to buy a new one, because the drivers format the card first.

The PS2 Linux package comes with two Linux discs. Disc 1 has the startup and help files, so you pop that in to install Linux onto your new PS2 Hard Drive. (Disc 2 won't be used right away; it has the functions and routines used for making games.) Then Linux will start up for you. The interface is relatively user-friendly and operates in a similar way to Windows or the Mac OS. As well as the tools that come with the kit, you'll also be able to download and run Linux applications you find online; these include e-mail programs, word processors, MP3 players and more.

ALL YOU NEEDED TO KNOW ABOUT PS2 LINUX *(...BUT WERE AFRAID TO ASK)*

What is Sony selling? A PS2 spiritual follow-up to the PSone's Net Yaroze developer's kit. It's a $199 package that will allow you to make PS2 games using tools that run on the Linux operating system environment.

What does it come with? A 40 GB internal hard drive, Ethernet (non-dial-up) network adapter for going online, USB keyboard and mouse, monitor adapter to hook up your computer monitor, and two discs with the OS and tools on them.

What doesn't it come with? A PS2-compatible monitor, a PS2 (but you're reading this mag, right?), and an extra 8MB Memory Card.

Can it replace my home computer? Don't count on it unless you're pretty hardcore into the open source movement.

Will it teach me how to make games? Definitely not, but it will get you started.

Is it the same thing EA and Square use to make games? No, but it offers opportunities to achieve the same results.

Can I sell the games that I make with them? Um, no. And the games can only be played on systems with the PS2 Linux package installed.

Where can I learn more about Linux? The Linux Game Programming Webring: h.webring.com/webring?ring=linuxgp;list
The Linux/X11 Game Writers Page: game.ncl.ac.uk

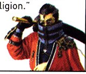
Where can I read more about PS2 Linux? At the official Web site: playstation2-linux.com

Where can I buy it? For a limited time at www.us.playstation.com.

TOP 5 BADASSES

5 **Alucard** Vampires may suck, but this vampire hunter most certainly does not.

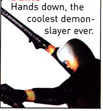
4 **Auron** This fearless fallen monk gives new meaning to "bad religion."



3 **Gabe Logan** A second-rate Snake to some, but even that can be pretty badass.

2 **Solid Snake** He's good enough to save the free world, yet you still wouldn't bring him home to meet your mamma.

1 **Dante** Hands down, the coolest demon-slayer ever.



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GAME	PUBLISHER	RELEASE DATE
H2O Overdrive	Crave Entertainment	8/15/02
Madden NFL 2003	Electronic Arts	8/15/02
NFL Blitz 20-03	Midway Games, Inc.	8/15/02
Commandos 2: Men of Courage	Eidos Interactive	8/16/02
Dino Stalker	Capcom	8/16/02
NFL Gameday 2003	Sony	8/16/02
Mat Hoffman's Pro BMX 2	Activision	8/17/02
NFL 2K3	Sega	8/17/02
The Thing	Universal Interactive	8/23/02
Onimusha 2: Samurai's Destiny	Capcom	8/29/02
SOCOM: US Navy Seals	Sony	8/30/02
Antz Racing	Vivendi	8/30/02
Turok: Evolution	Acclaim	9/1/02
King of the Coliseum	baml entertainment	9/3/02
Robocop	Titus	9/4/02
Pac Man Fever	Namco	9/5/02
ESPN Winter X Games	Konami	9/12/02
Egg Mania	Kemco	9/12/02
Gundam: Federation vs. Zeon	Bandai America	9/13/02
Star Trek: Shattered Universe	Interplay	9/16/02
Armada 2: Star Command	Metro3D	9/17/02
Dune	DreamCatcher Interactive	9/16/02
Ninja Assault with Guncon	Namco	9/19/02
Need for Speed: Hot Pursuit 2	Electronic Arts	9/20/02
Legaia 2: Duel Saga	Eidos Interactive	9/20/02
Summoner 2	THQ	9/20/02
NHL Hitz 20-03	Midway Games, Inc.	9/20/02
NHL 2003	Electronic Arts	9/20/02

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Violence

XBOX

NINTENDO
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PlayStation®2

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"The makers of GoldenEye return to bring you the most exciting *new shooter this side of Halo.*"
Game Now

"...the best-looking first-person shooter *currently in development for the PS2.*"
Gamespot.com

"...a true heir to GoldenEye...*so polished it shines.*"
XBOX Nation

"A brilliant game"
Nintendo Power

"*TimeSplitters 2* is going to be awesome."
IGN.com

"*Looks like* one of the best FPS yet. We can't wait."
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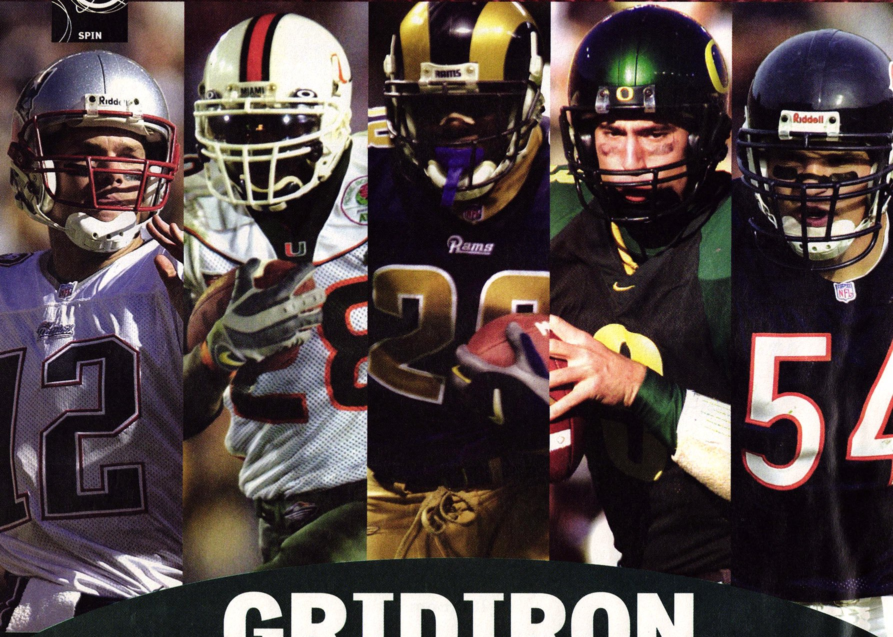
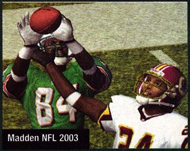


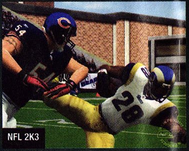
GRIDIRON GRIDLOCK

With so many football games hitting the PS2 at once, the trench battles will be fierce

Two seasons ago, PS2 football fans didn't have to think. Buy *Madden.* Simple. But parity is the key to the NFL's success. *NFL 2K3* has the look of a champion, and the energized *GameDay 2003* has reborn the franchise. The Super Bowl is up for grabs, and with the NCAA games continuing worthwhile traditions, the pro games aren't the only contenders. With seven football games saturating the market, it's no lucky number if you don't find the best one for you. We look at them all, so you can decide.



Madden NFL 2003



NFL 2K3

★ MADDEN NFL 2003 ★

WHAT'S NEW

Mini-Camp. Having trouble mastering the running game? What about denying passes to speedy receivers? While *Madden*'s Mini-Camp is an impressive feast of fun challenges, from passing to rushing to kicking, it actually cleans up your game so that you'll stand a chance online against some 9-year-old *Madden* fanatic.

Create-A-Playbook. Tired of being hog-tied to only one playbook at a time? Now you can pick and choose your plays and store them neatly on a memory card. And if you're aiming to be the next Mike Martz, you can create your own play from scratch.

Broadcast Dream Team. John Madden's *Monday Night Football* announcing partner, Al Michaels, shares mic time with Madden himself. If you don't know who Michaels is, you should. He's the guy who howled, "Do you believe in miracles?!" when the U.S. Hockey team upset Russia in 1980. The cute-as-a-button Melissa Stark chimes in with injury reports and updates from the sideline.

WHY YOU'LL LOVE IT ENOUGH TO WEAR A JERSEY WHILE PLAYING

Madden's held the top spot in the sports gaming world for years now, and for good reason: It adapts. Last year the running game didn't flow; this year it does. Last year using a cornerback meant an instant touchdown for your opponent; this year taking control of your corner gives you a chance make a User Pick and take it to the house. Last year it was great. This year it maintains its stranglehold as the best football game around.

WHY THIS ONE MIGHT KEEP YOU ON THE SIDELINES

This is serious simulation football, so it's likely to scare off casual gamers looking for a sports experience. But the Mini-Camp should lure third-stringers to the gridiron.

A SIMMED SEASON SAYS...

The St. Louis Rams sneak by the Miami Dolphins with their typically underachieving Super Bowl offense, winning 18-15 on an overtime field goal by kicker Jeff Wilkins. It marks the first-ever overtime Super Bowl.

DEGREES OF SEPARATION FROM JOHN MADDEN

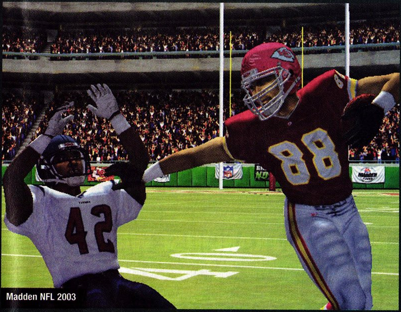
Zero. The game is named after him, he announces, and he diligently works alongside the developers during the off-season to improve things.

> **"While *Madden*'s Mini-Camp is an impressive feast of fun challenges...it actually cleans up your game."**

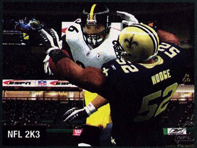
★ NFL 2K3 ★

WHAT'S NEW

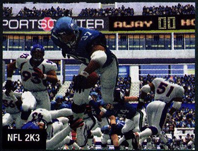
All-new Franchise mode. *NFL 2K2*'s Franchise was a mess last year. It was hard to navigate, a nightmare to look at, and



Madden NFL 2003



NFL 2K3

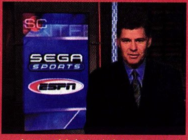


NFL 2K3

ESPN INTEGRATION

Nowadays, ESPN doesn't just report sports—ESPN *is* sports. Fans ignore freebie channels and flip right to one of the four ESPN networks (ESPN, ESPN2, ESPN Classic and ESPNews). Now that the worldwide leader in sports has signed a deal with Sega Sports, the look of every one of its titles screams ESPN.

"Our deal with ESPN is huge for us," says Jeff Thomas, *NFL 2K3*'s producer. "It benefits us because we basically own ESPN over the course of the next year. There will be a ton of cross-promotions with *ESPN the Magazine* and ESPN.com. You'll see our commercials on ESPN. They're really interested in getting our graphics to do pre-game breakdowns, so they can show our player models instead of showing ugly X's and O's.



"The main thing we wanted this year was to get the ESPN look into the game," Thomas continues. "We have their menus and their overlays—all the presentation stuff. In the future, we don't know what we'll do. There's talk about using [ESPN personalities] for commentary. The thing that we won't let happen is let anything from ESPN make our game worse. Sure, we could hook up with [announcer Chris] Berman to have him do commentary, but his lack of availability could be detrimental to the product. Maybe we'll have their guys in our games in the future, but only if it fits.

"ESPN brings our game a look, but it also brings authenticity to the game," Thomas says. "People are going to see it, they're going to recognize it and they're going to think sports."

MADDEN TIMELINE

1986

Madden is born

The first Madden Cruiser bus has yet to be built, and John Madden travels by train. While en route to an NFL game, Madden is approached by EA's CEO and founder, Trip Hawkins, along with a select group of programmers. They pitch the idea of a football video game to him, but EA's group envisions a game pitting two teams of seven players against one another. Madden wants no part of a toned-down game. "If it's not 11 on 11, it's not real football," Madden says. "I will not put my name on it if it's not real."

1989

Though lacking an NFL license, the very first Madden-endorsed football game is released for Apple II computers. It's simple name: *John Madden Football.*

1993

Madden NFL '94 for Super NES and Sega Genesis is the first game in the series with an actual NFL license. The SNES version's developer for this and the next year's installment? Visual Concepts!

1994

NFL players Johnnie Morton, Ken Harvey, Derrick Dreese and Jamal Anderson are brought in to do motion capture, which is now a "groundbreaking technology."

1996

PlayStation gamers get their first dose of EA football in *Madden NFL 97.*

1997

The franchise goes polygonal for the first time in *Madden Football 64* for the N64.

1998

Franchise mode is added to *Madden NFL 99*, allowing gamers to play multiple seasons...and to mismanage the salary cap.

PlayStation 2
MADDEN
2001

2000

PS2 power gives players facial features in *Madden NFL 2001*. Madden Cards are also introduced, and the cover bumps Madden in favor of an athlete (Eddie George) for the first time.

2002

Madden NFL 2003 is one of the first online games for the PS2.

nearly impossible to use. This year it's brilliant. Everything about *2K3* invites you in—it's like you're at a coach's desk when you check it out. Within the Franchise, there's combine scouting for college players, and when the time rolls around to choose your team's next great hope, the NFL Draft comes to life. You'll have a chance to look over tons of projections before you pick, including a mock draft, the equivalent of Mel Kiper's Big Board, and plenty of chatter and cheering when players are picked.

ESPN integration. There are four letters associated with sports nowadays: ESPN. That's it. Forget Fox Sports Net, forget the networks—ESPN is the first and last place to find sports info on television, Internet and radio. *NFL 2K3* has the ESPN license, so now everything feels like it's part of *Sunday Night Football*, from the music and overlays to the end-of-the-week highlights.

Every play from every team. You want deep playbooks? Look no further than *2K3*. If you saw a play in one of last year's NFL games, you'll find it here. This includes some of the wacky Rams formations and even the flea flickers and double-fake reverses that surprise either everyone or no one.

WHY YOU'LL LOVE IT ENOUGH TO SHAVE YOUR HEAD AND PAINT YOUR FAVORITE TEAM'S LOGO ON YOUR SCALP

Football's popularity can be attributed to its parity, and *NFL 2K3* has done its part to be this year's version of the New England Patriots. The whole game sparkles. The television broadcast grabs your attention, the running game holds it, and the blocking and fast action keep you on the edge of your seat.

It's a perfect fit for *Madden* expatriates looking to try something new.

WHY THIS ONE MIGHT RIDE THE PINE

The pace is frenetic for a sim, so less experienced sports gamers might prefer a more controlled environment, a la *Madden*. Plus, the defensive packages are so in-depth that casual fans will likely let the CPU pick their plays most of the time.

THE SIMMED SEASON SAYS...

The Brian Urlacher-led Chicago Bears return to their Monsters of the Midway status by clubbing the Miami Dolphins 23-3 in Super Bowl XXXVII. Running back Anthony Thomas leads the charge with two TDs.

DEGREES OF SEPARATION FROM JOHN MADDEN

Two. Disney owns both ESPN and ABC, and Madden now commentates games on ABC's *Monday Night Football*.

★ NFL GAMEDAY 2003 ★

WHAT'S NEW

It's fun. Calling *GameDay 2003* a dramatic improvement is the grandest of PS2 understatements. 989 Sports' previous versions were a joke, but we'd like to be the first to clamor about this new edition's promise. It's absolutely night and day from last season. So much so that we're scratching our heads wondering why it's still called *GameDay*.

GM Mode. In the previous PS2 incarnations, there was no need for a GM mode—the game was *that* unplayable. But this year it's a great fit for the much-improved title. The best parts? You can trade draft picks from future years, and after the draft a letter grade reveals how you fared.

Gang tackling. Ninety percent of plays in the NFL have more than one helmet hitting a ball carrier, but video games have never applied this due to the complications of the physics models involved. *GameDay 2003* defies this difficulty and digs in. When someone gets popped by a second and third defender, you can see the ball carrier knocked in different directions.

WHY YOU'LL LOVE IT ENOUGH TO WEAR METAL CLEATS ON YOUR NEW SHAG CARPETING

Who doesn't love an underdog? While *Madden* and *2K3* duke it out for the top spot, this surprise wild card will turn heads en route to its first next-gen playoff berth. It's worth the price of admission just to discover that this analogy holds true:

> **"While *Madden* and *2K3* duke it out for the top spot, this surprise wild card will turn heads."**

FAULK TALKS

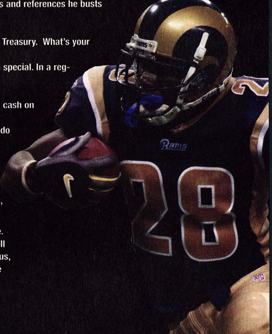
The St. Louis Rams have more offensive weapons than any team in the NFL, and the greatest of them all is all-purpose running back Marshall Faulk. His resume includes two MVP awards and seven Pro Bowls, and he's widely regarded as the number-one player in the entire league. When it came time for EA Sports to choose a featured athlete for its latest game, John Madden wanted Faulk, and Faulk wanted to see himself on the cover. After all, he's been playing *Madden* for 12 years, starting way back when it debuted on Sega Genesis. We caught up with Faulk in Midtown Manhattan. While playing *Madden*'s new Mini-Camp, he had this to say:

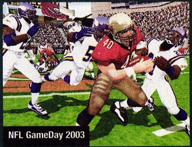
OPM: Where the hell does Madden come up with half the stuff he says?
Marshall Faulk: Some of the things he must've seen on the sidelines as a coach. The names and references he busts out with are amazing!

OPM: You see cash like the U.S. Treasury. What's your gaming setup like at home?
MF: Low-key. Just a TV, nothing special. In a regular room.

OPM: Come on. You must spend cash on games themselves then?
MF: Yeah, like *SSX Tricky*. They do some cool things on the snowboards. Not that I snowboard or anything. But it's fun.

OPM: You're reppin' EA, but teammate Eric Crouch is reppin' Sega. Will there be any beef?
MF: Nah, 'cause I have the edge. Been here longer, you know? It'll be about real football between us, not the game. We're gonna take care of business that way.




NFL GameDay 2003

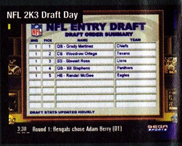
NFL GameDay 2003

NFL 2K3's FRANCHISE WAR ROOM

Feel like running a football team? Sounds like lots of work, but *NFL 2K3*'s new Franchise mode is as welcoming as the Oakland Raiders' run defense. We wanted even more details, so we put a swim move on a security guard to get face time with developer Visual Concepts. By the time it was over, we were itching to have the commish call out our names at the draft.

"What pisses me off about Franchise mode is that I'm never quite sure where I'm at," says *NFL 2K3* producer Jeff Thomas. "We wanted to ground the gamer so they know where they're at. With *2K3*, you go into our draft and you're at a table with three computer screens and a PDA. Those could be a navigation menu, but those menus remove you from the experience. *This* is cool. There are sound effects in the background, a draft board of who went where, and all of it adds flavor to the game. Our goal is is to bring in people into Franchise mode who wouldn't normally do it."

Beware: If you give ownership a shot, you'll *really* want that Super Bowl ring. Your hair might even go Don Shula gray if you make a series of dismal decisions. Remember that the NFL draft isn't a cake walk. Even can't-miss players miss sometimes. In fact, *2K3* has an in-depth formula of progression curves for each position. For QBs, there are four formulas: The first is a Peyton Manning type, who starts slow, but then begins to dominate. Another is a Brian Griese, who sits on the bench, then turns into a steady, reliable general. There's also the Cade McNown, who starts bad and never improves. And the Trent Dilfer—below-average at first, but always getting better.

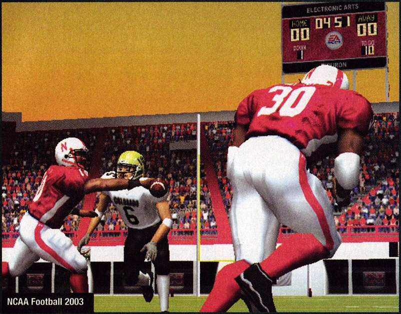

NFL 2K3 Draft Day

NFL ENTRY DRAFT
DRAFT ORDER SUMMARY

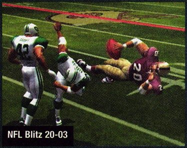
RND	PICK	NAME	TEAM
1	1	QB - Grady Martinez	Chiefs
1	2	CB - Woodrow Ortega	Texans
1	3	SS - Stewart Ross	Lions
1	4	QB - Bill Stephens	Panthers
1	5	HB - Randall McGee	Eagles

DRAFT STATS UPDATED HOURLY

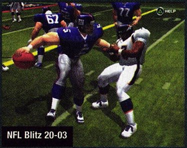
3:30 Round 1: Bengals chose Adam Berry (OT)



NCAA Football 2003



NFL Blitz 20-03



NFL Blitz 20-03

GameDay is like a pizza-faced seventh-grade girl who blossoms into a high-school homecoming queen. They say defense wins championships. With *GameDay*, the defense wins back scores of hesitant fans.

WHY THIS ONE MIGHT FIT LIKE TOM DEMPSEY'S KICKING SHOE

It's been a rough couple of years for the *GameDay* franchise, so now might be a tough time for many to stray from proven PS2 veterans. Plus, the playbooks take time to get used to, which could have some clicking wildly to get on with the gameplay.

THE SIMMED SEASON SAYS...

Another Super Bowl appearance for the Miami Dolphins. But after three shots at it, they still don't have the punch, as the mighty St. Louis Rams topple them, 31-13. Kurt Warner strikes for four touchdowns.

DEGREES OF SEPARATION FROM JOHN MADDEN

Two. Marshall Faulk was the cover athlete for the *GameDay 2001* train wreck, and the cover of *Madden 2003* now features him.

★ NFL BLITZ 20-03 ★

WHAT'S NEW

Create-A-Player. For years, *Blitz* has overlooked the need for create-a-player, but finally you can conjure up your own athlete and build him over time into a superstar. By beating every NFL team, earn points to add to one of eight attribute categories, like speed, hands, agility and strength. Every three wins nets you five points for the cause.

WHY YOU'LL LOVE IT ENOUGH TO DECORATE EVERY ROOM IN YOUR HOUSE WITH TEAM COLORS

Blitz is *Blitz*. If your heart can handle hard hits, lightning gameplay and wild comebacks, this one's for you. New player attributes make the game even more wide open, too. If you find the other titles are more complex than fun, you'll love *Blitz*.

WHY THIS ONE FUMBLES MORE THAN RICKY WILLIAMS

Blitz is *Blitz*. Another year, no real changes. Create-A-Player is nice, but this franchise needs lots of work.

DEGREES OF SEPARATION FROM JOHN MADDEN

Five. Michael Strahan played last year with kicker Morten Andersen on the New York Giants. From 1982-84, Andersen played with quarterback Ken Stabler in New Orleans. In 1976, Stabler won a Super Bowl as QB of the Oakland Raiders. His coach? The inimitable John Madden.

★ NCAA FOOTBALL 2003 ★

WHAT'S NEW

Schedule editor. The only real failing with last year's game was that you couldn't edit schedules. Well, now you can. And it rocks.

Create-A-School. DePaul University is one of a handful of Division 1A colleges without

FOOTBALL ONLINE

	MADDEN NFL 2003	NFL 2K3	NFL GAMEDAY 2003
How do you get online?	Broadband or dial-up.	Broadband or dial-up.	Broadband or dial-up.
How many can play?	Sadly, you can only play two at a time.	Grab the multitap—it's up to 16 at once!	Sixteen at once if you're popular.
Is there keyboard support?	You bet, but the lack of in-game chat is a real bummer. Something to fix for next year.	Nope, which is a surprise. They had it on the Dreamcast, so we hoped they'd have it on PS2. A raw deal, indeed.	There is, and it allows in-game chatting. Which is huge. It's like having an instant messenger on your desktop.
Is it smooth?	A spider couldn't have spun smoother silk. The only lag, which is slight, comes during the play-calling screen.	Sega mastered online on the Dreamcast, but it's bobbled the ball a bit on PS2. Still, online's plenty fun.	Everything about *GameDay 2003* has been a surprise. The biggest one? It's better online than *Madden* or *2K3*.

GAMEDAY'S OVERHAUL

OPM: It's no secret that the last few *GameDay*'s have been lackluster. People say you're a Sony property, so you should be on top. Why have the games fallen short?

KELLY RYAN, 989: I'll give you a sports analogy. We've had a few down years lately. All great sports teams have good and bad years. 989 has been in the midst of a downturn, but we'll be back on top sooner than later. We've got a new focus, a new energy that will be backed up by our product.

OPM: This is a fickle industry, so how are you going to win back the consumer confidence you had on PSone, after falling behind the competition?

RYAN: We believe that we are making gains on the competition every year. This year, *GameDay* will be just as good, if not better, in terms of graphics. We have improved A.I. with a specific emphasis on defense. In *GameDay*, we didn't want the gamer to take a single play off. Many football games on the market concentrate solely on the offensive side of the ball. We want gamers to be on the edge of their seat from beginning to end.

GameDay brings unprecedented football action to life with unmatched responsive control over fluid animations, including 300 new tackles, catches and blocks, and over 70 new "break tackle" animations. How many other football games can say that?

OPM: Can you catch *Madden* and *NFL 2K3* this year? Or is it a long-term plan to dethrone the other guys?

RYAN: Competition makes us stronger, and we have worked very hard to get back in the game. Who, outside of Boston, would have picked the Pats to win the Super Bowl last year? 989 Sports goes into this season to win, and we feel our strengths can match or exceed any of the competition's. We are looking forward to the battle this year and in the years to come.

OPM: What does it mean to have Tom Brady on the cover? Does he serve as a metaphor, since your game might come out of obscurity to capture the vid-game Super Bowl?

RYAN: 989 Sports is a true sports brand, evident by our association with top athletes. Tom serves as a great ambassador for our product. Unlike the Patriots, we have won a title in the past [1998's PSone *GameDay*], but we will take the underdog role any day. Should be an exciting season.

a football team. But only in the real world. Now the football-hungry Blue Demon faithful can create their *alma mater* (albeit with a generic logo). Or you can pit your flag football team against the Fighting Irish. **Cheerleaders.** Isn't it more fun to throw a winning touchdown when dames are watching? We believe that it is.

WHY YOU'LL LOVE IT ENOUGH TO BLEED YOUR SCHOOL COLORS

There's such a huge range in skill levels in the college game that upending a championship-charging superpower makes you feel like you wrested the campus' hottest lady from the varsity QB. Plus, this game features *your* school, even if you're a Bethune-Cookman Wildcat (so you don't have to look it up, it's in Florida).

WHY THIS ONE MIGHT FEEL LIKE A HEISMAN SNUB

The only fault of *NCAA* is that it's too much like last year's game. That being said, it's still the most fun football game of them all.

THE SIMMED SEASON SAYS...

Second-ranked Florida's win over No. 1 Texas is a whitewash at 41-3. The "Longhorns" got "slaughtered." *Get it?!*

DEGREES OF SEPARATION FROM JOHN MADDEN

Two. Joey Harrington, featured on the cover of *NCAA*, was drafted by Lions GM Matt Millen. Millen was an announcer on Fox Sports two years ago, as was Madden.

★ NCAA COLLEGE FOOTBALL 2K3 ★

WHAT'S NEW

It's on PS2. Dreamcast fans can drop the chip on their shoulder now that their lone college pigskin title is finally on PS2 for the first time.

BCS. These letters are meaningless to non-sports types, but college pigskin fans find them essential. Though *NCAA Football 2003* has a similar system, only *2K3* boasts the actual BCS license.

Hidden teams. You can unlock the past 10 national championship teams.

WHY YOU'LL LOVE IT ENOUGH TO TO TRUMPET YOUR FIGHT SONG

In the same vein as *NFL 2K3*, the NCAA version is rife with a beastly running game and lots of very fast action, all with a dash of school spirit.

WHY THIS ONE MIGHT GET REDSHIRTED

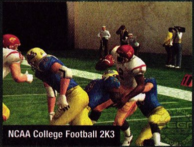
Last year, EA Sports' *NCAA* franchise rocked us all. It's got an extra year on PS2, and in college, tradition counts for a lot.

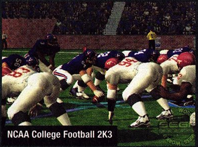
THE SIMMED SEASON SAYS...

The Fiesta Bowl is hard fought, but the Oklahoma Sooners cap off their surprise season by toppling the Miami Hurricanes, 24-20.

DEGREES OF SEPARATION FROM JOHN MADDEN

Five. In 1976, John Madden coached tight end Dave Casper, who played with Marcus Allen in 1984. Allen played in K.C. with kicker Pete Stoyanovich, who went on to kick for the Rams in 2000, along with QB Kurt Warner. Warner is now a teammate with cover athlete Eric Crouch.


NCAA College Football 2K3


NCAA College Football 2K3

★ NCAA ★ GAMEBREAKER 2003

WHAT'S NEW:

It's back. After a dismal PS2 effort two years ago, the *GameBreaker* team rethought its priorities and reinvented the game. Now it's fun to play—something the last game didn't have going for it.

Schedule editor. Like EA Sports' NCAA game, *GameBreaker* allows you to edit your schedule. This means you can drop Ohio State and secure an easier win.

Coach mode. This is an innovative system that lets you take a crappy job at a crappy program. If you do well and achieve goals (winning a Bowl game certainly helps), expect offers from better schools. Your ultimate goal: to attain a head-coaching position at a high-prestige school where you bring home a championship.

WHY YOU'LL LOVE IT ENOUGH TO WEAR A "WE'RE #1" FOAM FINGER DURING PLAY

It's crisp, fast, bright and easy to learn. Perfect for beginners. The offenses are wide open, and everyone loves the option. You can take a special teams job at Mississippi State and feel like a million bucks if they promote you to coordinator.

WHY THIS ONE MIGHT FEEL LIKE A POST-FRAT-PARTY HANGOVER

If you've played EA Sports' college game, it's tough to want to play anything else. The playbooks feel a bit thin, as well.

THE SIMMED SEASON SAYS...

The top-ranked USC Trojans shock the world by battering No. 2 Florida, 30-24. Tostitos for everyone in California!

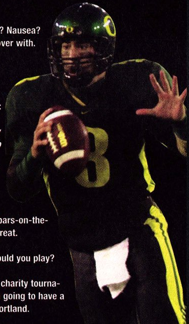
DEGREES OF SEPARATION FROM JOHN MADDEN

Two. *GameBreaker* announcer Keith Jackson has been a longtime employee of ABC, which also airs *Monday Night Football* with John Madden.

> **"*NCAA Football 2003* features *your* school, even if you're a Bethune-Cookman Wildcat."**

NCAA GameBreaker 2003

HARRINGTON'S ROOKIE RANT



OPM: What was the first thing you bought after you were drafted? A sandwich?
JOEY HARRINGTON: Man, I don't know. A pair of pants, maybe. A set of golf clubs, eventually. But nothing extravagant.

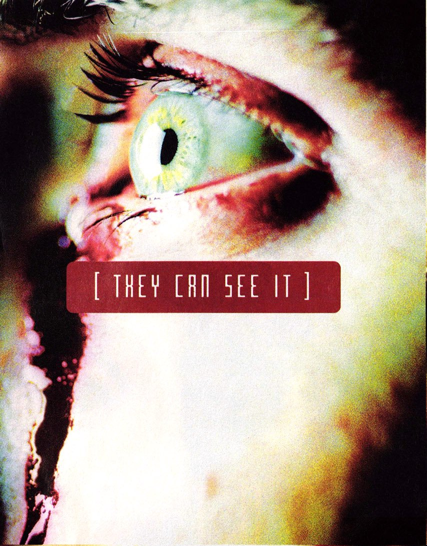
OPM: What was it like to be drafted? Relief? Happiness? Nausea?
JH: Absolutely thrilled. It was such a relief to get it all over with.

OPM: Were you surprised to go third in the NFL draft?
JH: Yeah, I was expecting to go eight, nine or 10. It caught me off guard—it was a surprise. Then I was whisked away to do two and a half hours of interviews: "*How do you feel?* Great. *How do you feel?* Great. *Did you have any idea you'd go third?* No. *Did you have any idea?* No, not at all. I was shocked. *Are you happy to go to Detroit?* Yeah, I'm thrilled. *Are you happy to be a Lion?* Yeah, I'm thrilled." It was the same question over and over.

OPM: What do you think of Detroit?
JH: I like it. The city itself is a little boarded up, a little bars-on-the-windows-ish, but once you get outside of the city, it's great.

OPM: If you weren't a pro football player, what sport would you play? Curling? Badminton?
JH: *Ms. Pac-Man.* Pro *Ms. Pac-Man.* In fact, I'm doing a charity tournament. Everyone has a bowling or a golf tournament. I'm going to have a *Ms. Pac-Man* tournament for the Shriner's Hospital in Portland.

Want to find out what Joey thinks of Britney and what kind of boxer shorts he wears? Trust us, you do. Read more online at gamers.com/feature.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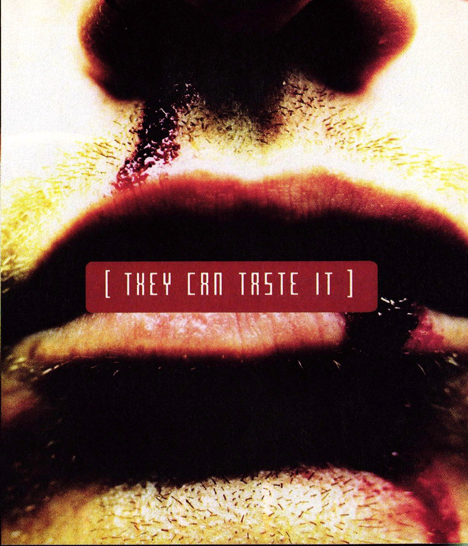
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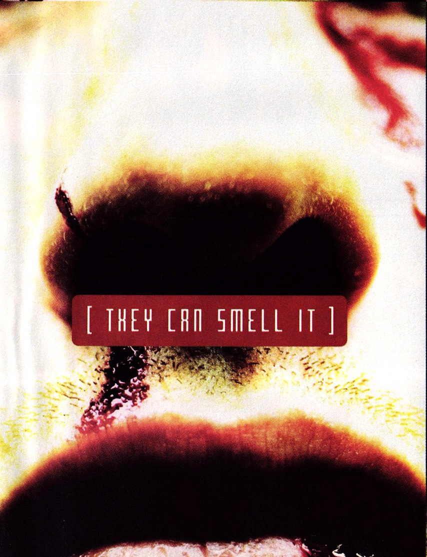
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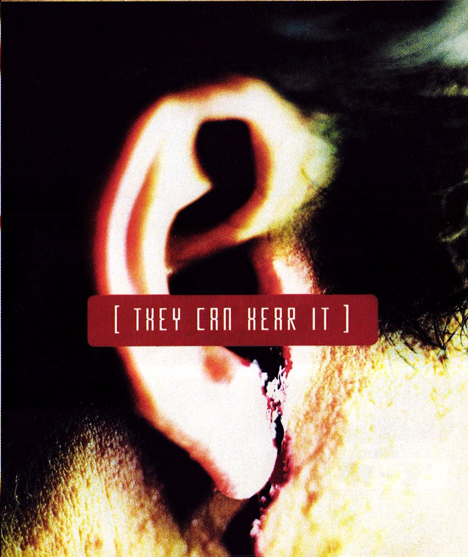
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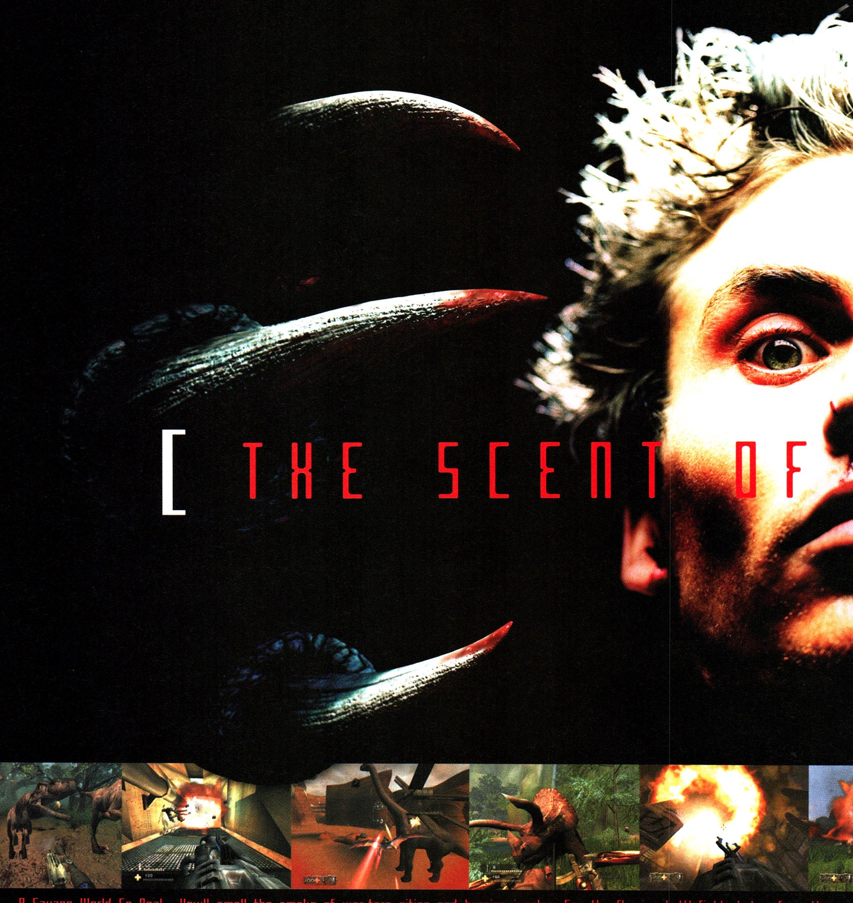

A Savage World So Real... You'll smell the smoke of war-torn cities and burning jungles. See the flaming battlefields below from the

PRODUCTS RANGE FROM TEEN TO MATURE
T-M
CONTENT RATED BY ESRB

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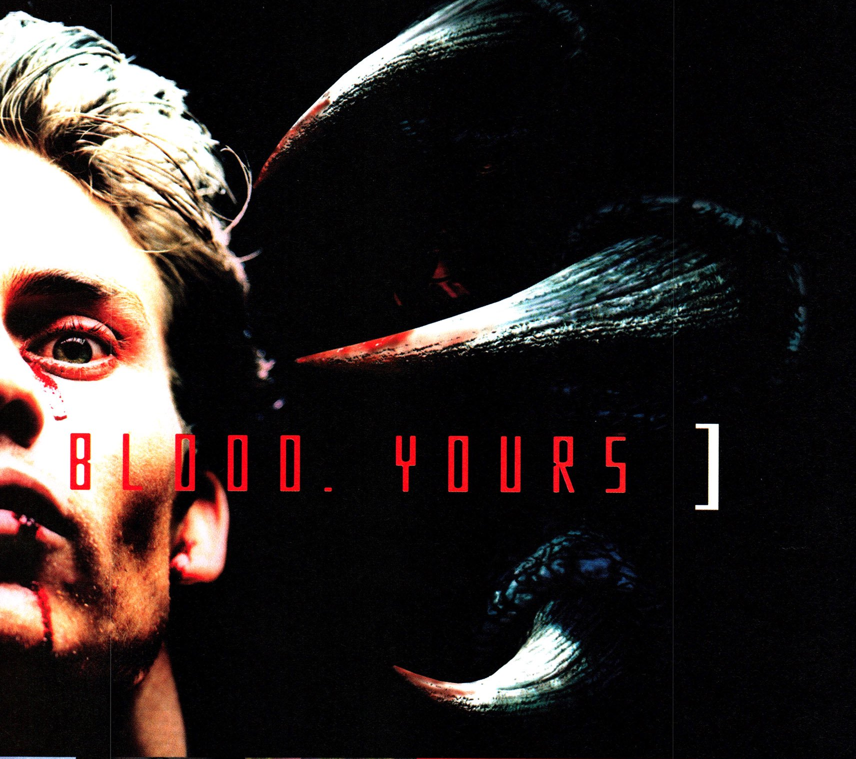
BLOOD. YOURS]

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PlayStation 2

GAME BOY ADVANCE

XBOX

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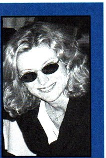
Acclaim

Cool Blue PlayStation 2
Lucky Japanese gamers have two more stylishly colored PS2s to choose from now: Ocean Blue and Zen Black. This time they're also translucent and come with matching controllers and memory cards. Both are currently available in Japan, but who knows when—or if—we'll ever see them here.

HOLLYWOOD BEAT

BLOOD BROTHERS: HORROR MOVIES & VIDEO GAMES



With the upcoming release of sci-fi/horror-movies-turned-games *The Thing* and *The Terminator*, now's the right time to explore how being scared out of your wits can be marginalized by the mainstream.

People love to be frightened and will pay good money for that pleasure. Best-selling horror author/director Clive Barker (*Books of Blood*, *Hellraiser* movies and PC game *Clive Barker's Undying*) observes that the reason horror is so enticing is because it allows the audience to experience sheer terror and survive it.

The popularity of horror in entertainment mediums like the movies may prove it's enduring appeal, yet it has always suffered from a bit of an image problem (like, say, Norman Bates). All that blood and gore could be off-putting, the critics wail—though war movies aren't dismissed as readily.

It took the Hollywood mainstream 60 years to catch on, from the release of *Frankenstein* in 1931 all the way up to 1991, when a full-blown horror movie, *Silence of the Lambs*, won the Best Picture Oscar. Though they have made tremendous strides into critical and mainstream acceptance, horror movies are still more likely to be sniffed at than, say, a bloated period piece or a "stately" courtroom drama (both being potentially more deadly, if you ask me).

There's little doubt that people love PC and video games and will pay for that pleasure. The popularity of the industry has propelled it past the movie business, beating domestic movie box office receipts in 2001 by a billion dollars. That's really something for an industry that hasn't been around all that long, but it's even more amazing how few people know this, or even care.

Though PC and video game sales are up and their popularity shows no signs of slowing down, they suffer from an image problem just like the horror movies of yesteryear. It's perhaps the most misunderstood of the popular entertainment businesses and somehow also the most feared by those ignorant to its charms. The media has a tendency to pounce on extremes, notably the more violent and horrific products, because there's nothing sensational about products that are just "entertaining" and very profitable. However, the interactive entertainment industry could also help by being more vocal about its diversity.

Hopefully, it won't take 60 years for video games to achieve the same level of acceptance as horror movies. With the volume of excellent product recently seen at E3, it surely can't be long.

Karen Jones is a freelance journalist with expertise in Hollywood/interactive entertainment convergence.

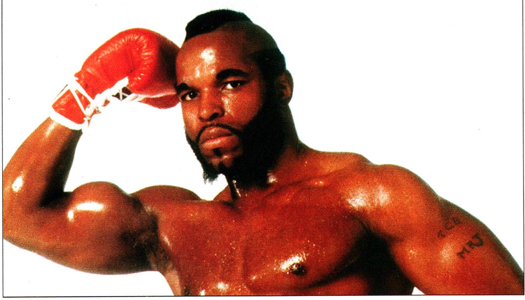
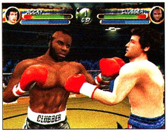
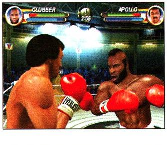


photo courtesy of Jerry Ohlinger's Movie Material Store

RING KING

Mr. T talks hairdos and catch phrases


ROCKY
CLUBBER
CLUBBER


CLUBBER
APOLLO

Rage's new *Rocky* game may be retro, but Mr. T is just plain timeless. His character from *Rocky III*, Clubber Lang, will appear in the new *Rocky* boxing game—which was all the excuse we needed to chat with him.

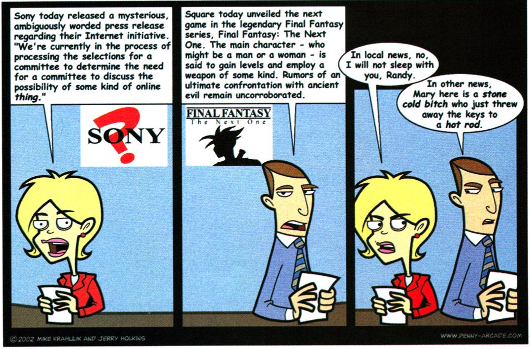
What fools do you currently pity?
The fools I currently pity are the competition for *Rocky*. I pity them because they don't have a chance. Rage was a little unknown before Mr. T got called in. Even though a lot of them [at Rage] have never met me, they were hoping I'd bring the juice I was famous for, and that's what I brought.

Hugh Grant got his hair cut. Is Mr. T next in line at the barber shop?
Hugh Grant? *Hugh Grant?!* All right, he may be London's finest and all that, but that's Hugh Grant. I designed this here [points to slick 'do] many years ago and I'm not going to change. This is who I am. This is Mr. T.

Did you make up your catch phrases?
Yeah. "Pity the fool." That's it. You don't need no more. A lot of people have so many catch phrases. But for Mr. T there's only one. It's like Tarzan, "*Ah-ah-ah-a!*" He was bad, but we done forgot about him. And J.J. Walker: "Dyn-o-mite!"—but we forgot about him. But Mr. T says, "I pity the fool." It's going to go down through the ages. And I tell people, "That's my handle." They say, "Hey, Mr. T!" And I say, "I pity you, fool!" And they're happy. I tell people, if I pity you, it's not demeaning. It's a good thing to be pitied by Mr. T.

What do you think of the *Rocky* game so far?
Oh, I love it. I'm rockin', doin' my little moves. And it almost looks like me. No one can get me exactly, 'cause there's only one me. I'm not mad at the people that made the game. They did the best they could. But I gave them a lot to work with. But Mr. T can't be cloned. I can't be duplicated. There's only one Mr. T. Often imitated, but never duplicated. *Hahaha!*

WWW.PENNY-ARCADE.COM


Sony today released a mysterious, ambiguously worded press release regarding their Internet initiative. "We're currently in the process of processing the selections for a committee to determine the need for a committee to discuss the possibility of some kind of online thing."
SONY
Square today unveiled the next game in the legendary Final Fantasy series, Final Fantasy: The Next One. The main character - who might be a man or a woman - is said to gain levels and employ a weapon of some kind. Rumors of an ultimate confrontation with ancient evil remain uncorroborated.
FINAL FANTASY The Next One
In local news, no, I will not sleep with you, Randy.
In other news, Mary here is a stone cold bitch who just threw away the keys to a hot rod.
WWW.PENNY-ARCADE.COM

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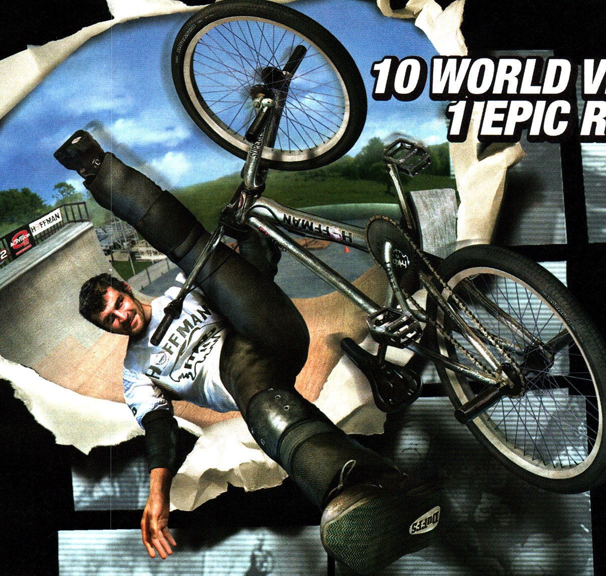
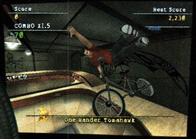
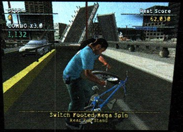
10 WORLD VERT TITLES. 1 EPIC ROAD TRIP.


HOFFMAN
ACTIVISION


Score
0
Best Score
2,230
COMBO X1.5
70
One Hander Tomahawk

Crank out huge airs like 10-time World Vert Champ Mat Hoffman.

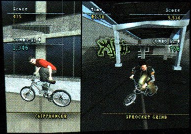

Best Score
62,030
COMBO x3.0
1,132
Switch Footed Mega Spin
Rear Peg Stand

The only BMX game to offer flatland tricks.

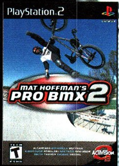
BMX WILL NEVER BE THE SAME...

Jump on the bus with **Mat Hoffman** and ten other top pros for the **ultimate BMX blowout** through eight U.S. cities. Pull hundreds of tricks and combos using the new **Trick Tweaking System** or keep it on the ground with **the only BMX game that offers flatland moves.** Unlock **behind-the-scenes video footage** from Mat's actual road trip and then snap shots of your best tricks for your own **photo scrapbook.** One day on this road trip and you'll know why BMX will never be the same.

MAT HOFFMAN'S PRO BMX™ 2


Score
475
COMBO
1,346
CLIFFHANGER
Time
Score
5,534
SPROCKET GRIND

Force your opponent off the screen in the O2 exclusive PUSH mode.


PlayStation 2
MAT HOFFMAN'S PRO BMX 2
ACTIVISION

PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB

PlayStation 2 XBOX NINTENDO GAMECUBE GAME BOY ADVANCE Gratuitous Games rainbow STUDIOS HOTGEN

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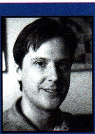
ACTIVISION O2
SPORTS REVOLUTION
ACTIVISIONO2.COM

Get Fast and Furious With Your PS2

Universal Interactive announced a PS2 game based on *The Fast and the Furious* movies. Featuring plenty of racing action and licensed music, it should hit right around the time the second film lands in theaters next year.

MARK CERNY

2002: YEAR OF THE PLATFORM GAME



This year is certainly shaping up to be the "year of the platformer" on PS2. There are original titles, such as *Sly Cooper, Ratchet & Clank, Ty the Tasmanian Tiger, Vexx, Malice, Haven* and *Dr. Muto*, as well as sequels like the new *Rayman* and *Spyro* games. That's not counting licensed titles (*Lilo and Stitch, Treasure Planet, Scooby Doo* and many more) or titles just outside of the category, like *Mark of Kri* and the new *Tomb Raider* game.

Why so many? Well, as amazing as it sounds, there ought to be more! There are 200 titles shipping between now and Christmas, and less than 10 of them are original platformers. If you look at sales over the last decade, all the successful consoles have had huge hits in this category: *Sonic* on Genesis, *Mario* and *Banjo* on the Nintendo 64, and *Crash* and *Spyro* on PSone. It's hard to imagine any major publisher creating a strategy for game development and ignoring this category.

So, naturally, lots of these games get started. But these are difficult and expensive games to make, particularly since the transition to 3D polygonal worlds. Players expect these games to be gorgeous; beginning with *Mario 64*, there's a tradition of immense, handcrafted worlds. *Crash Bandicoot* added visual density with its jungle scenes, and *Spyro the Dragon* introduced "level of detail." The animation costs are very high, too. Consequently, a lot of platformers (I'd guess more than half) get canceled early on, when it's apparent they won't be able to stand up to the competition.

When I look at this year's crop of games, I'm reminded of how we tend toward conservatism when designing the main characters. Usually, platformer heroes are traditional cartoon characters with big eyes, maybe with a touch of anime or a hint of realism, rather than characters who are "out there," like SpongeBob SquarePants or the Powerpuff Girls. Kudos to the Midway team and *Dr. Muto* for taking the biggest risk this year.

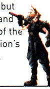
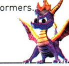
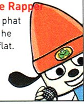
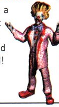
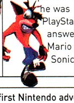
I also see the feature count of the games increasing each year, and the issue of "thematic integrity" getting more and more important. *Sly Cooper* does very well here: Sly is a thief, and he does thief-like things. If it isn't appropriate for a thief to perform the action, it's not in the game. This philosophy creates a game with a wonderful, consistent feel.

How many of these games will sell well? Typically there's only room for two or three hits in a given category, so it will be quite the battle for attention. It doesn't have to stay that way, though, if the game creators manage to make a new category—like *Grand Theft Auto III* on PS2 or *Zelda* for the Nintendo systems—and move outside of the competition. We'll have to watch and see if the action/RPG aspects of *Ratchet & Clank* or the "game that is all games" philosophy of *Haven* is enough to pull this off.

Oh, and get ready for 2003—that's when the tsunami of platformers will really hit!

So who is Mark Cerny? He's only a guy who has worked on more million-selling character-action games—the *Crash* series, the *Spyro* series, *Jak and Daxter* and this year's upcoming *Ratchet & Clank*—than anyone except the legendary Miyamoto. He currently works as a design consultant through his company, Cerny Games.

TOP 5
MASCOT CHARACTERS

5	**Cloud** Not a true mascot, but an icon and symbol of the PlayStation's success.	
4	**Spyro** Too cute? Sure. But he starred in some incredible 3D platformers.	
3	**PaRappa the Rapper** As phat as he is flat.	
2	**Sweet Tooth** Finally, a mascot for the sick and twisted!	
1	**Crash Bandicoot** Before he went multiplatform, he was PlayStation's answer to Mario and Sonic.	

MAD HOPS

From the moment that Mario hopped and bopped his way through his first Nintendo adventure, platformers have been one of the biggest genres in console gaming. And why not? After all, they're practically the essence of pure gaming: simple, straightforward fun that just about anyone can enjoy. Of course, when something is that appealing to the masses, you're bound to see a spate of lesser copycats. Indeed, over the years, we've seen our favorite systems flooded with platform titles—a few great, some good, many terrible. But ever since the PS2 came along, all has been quiet on the platform front. Aside from a handful of standouts, like *Jak and Daxter* and *Rayman 2 Revolution*, there hasn't been much worth playing.

Well, that's about to change. Over the next few months, we'll be hit with a flurry of new platformers. Below are a dozen we're keeping an eye on—and that's just for starters. So get your thumbs ready, because you might as well jump.

	Title	The Game	What's New?	The Lowdown
	Ape Escape 2 (TBD)	Despite the name, this has absolutely nothing to do with apes. In fact, it's all about capturing monkeys.	Not much. But the creative dual analog control is as fresh and fun today as it was for the first game.	The first one didn't sell well, so Sony passed on publishing *Ape 2* in the States. But expect a third-party to pick it up.
	Dr. Muto Midway (winter)	Some docs are happy to do their jobs. Not Dr. Muto. He likes to play God, mutating himself and other critters.	The morphing bit seems more than just a gimmick. Plus, you get to rebuild Dr. Muto's homeworld.	Though the game's out soon, it's too early to tell how it'll turn out, since Midway's been stingy with hands-on time.
	Haven: Call of the King Midway (fall)	Haven sets off to find the Golden Voice, a mystical bell that will free his people from the evil Lord Vetch.	That stupid bell is tough to find, as you'll have to travel through land, sea, air and even outer space.	From *A Bug's Life* to the latest *Crash*, developer Traveller's Tales is mired in mediocrity. Maybe this one will be better?
	Malice Sierra (winter)	Once touted as an Xbox-exclusive that would showcase that console's "power," *Malice* is now on the PS2.	Not only is No Doubt providing music, but the band is doing the voices, including Gwen as Malice.	In development forever, *Malice* was meant to be a big system seller for Xbox, so we're looking forward to this one.
	Ratchet & Clank Sony CEA (Nov.)	A furry mechanic and a defective, diminutive robot team up to travel the universe and fight the Blaarg.	Weapons, weapons...and more weapons! Team R&C is all about blasting away with high-tech gadgetry.	Spyro developer Insomniac has shown us some brilliant work here, with massive levels and engaging RPG elements.
	Rayman 3: Hoodlum Havoc Ubi Soft (fall)	The limbless wonder returns, this time fighting the forces of a hooded Dark Lum army known as the...Hoodlums!	*Rayman 3* focuses on pure combat, with a host of new moves and plenty of tactical boss battles.	Sure, it'll be gorgeous, with spot-on control—but we wanted more of what made *Rayman 2* so great. Waaaah!
	Sly Cooper and the Thievius Raccoonus Sony CEA (Sept.)	Don't be fooled by the jaunty hat and britches—Sly is dead serious about retrieving his family's thief manual.	Light stealth and plenty of unique "thiefy" abilities round out an already solid platformer.	He may be a bit too "happy" for his own good, but Sly exudes style from every pore. He looks good and plays great.
	Spyro: Enter the Dragonfly Universal Int. (fall)	The Dragonflies are missing, and it's up to Spyro and his pal Sparx to find them. Oh, the horror!!	"Dynamic, particle-based breath abilities"—which essentially means more of the same.	Will Spyro still be great without Insomniac on board? We hope so, but we worry that our fave dragon might just "crash."
	Taz: Wanted Infogrames (Sept.)	Taz has escaped from Yosemite Sam's zoo, and now he's on the lam, trying to avoid being captured again.	Taz is all about wanton destruction—and so is his game. In fact, you're rewarded for mayhem.	Part puzzler, part platformer, *Taz* has gigantic levels with lots of objectives. For the full skinny, check out our review.
	Treasure Planet Sony CEA (Nov.)	Based on a Disney flick that's a futuristic version of Robert Louis Stevenson's classic *Treasure Island*.	Call this one of the oddest licenses ever. Not too many platformers are based on literary tales.	From what we've played, this one feels a lot like *Jak and Daxter*—which is fine with us. The game has lots of potential.
	Ty the Tasmanian Tiger EA (winter)	He thought he was the last remaining Tasmanian tiger, but he was wrong! Now Ty wants to free all the tigers.	An Australian Outback theme extends from the creatures you face to the boomerangs you wield.	So far, Ty seems solid enough, but he won't change the face of gaming like Paul Hogan did for fine cinema in the '80s.
	Vexx Acclaim (Oct.)	After the Dark Yabu kills his grampy and enslaves his village, Vexx vows vengeance on the evildoers.	Vexx wears a pair of Astani Battlegauntlets—big, clawed gloves that have fused to his arms.	With a dark story and an edgy character, *Vexx* is geared toward older gamers looking for something a bit moodier.

P.S.A.T.

(PlayStation Aptitude Test)

1. What was the name of the magazine that preceded *OPM*?
a. *PlayStation Nation*
b. *P.S.X.*
c. *PS Gamer*
d. *UPM*

2. What was on the cover of the first issue of *OPM*?
a. *Bushido Blade*
b. *Ace Combat 2*
c. *PaRappa the Rapper*
d. *Ghost in the Shell*

3. How many members of the current review crew have been around since the first issue of *OPM*?
a. 1
b. 2
c. 3
d. 4

4. Which game received the first half-disc rating?
a. *Armorines: Project S.W.A.R.M.*
b. *Batman Beyond: Return of the Joker*
c. *The Fifth Element*
d. *Shadow Tower*

5. Which title won *OPM*'s first-ever Game of the Year award?
a. *Castlevania: Symphony of the Night*
b. *Final Fantasy VII*
c. *Soul Blade*
d. *Tomb Raider 2*

6. What two franchises are tied for appearing on the most *OPM* covers?
a. Final Fantasy and Crash
b. Crash and Tomb Raider
c. Tomb Raider and Gran Turismo
d. Gran Turismo and Final Fantasy

7. Which of these review bio pictures never appeared in *OPM*?
a. Chris's senior yearbook photo
b. Gary portrayed by his cat Buster
c. Todd wearing a toddler-size Chicken Run outfit
d. Gary dressed as black mage Vivi

8. Which game had the longest lag between the issue in which it was featured on the cover and the issue in which it was reviewed?
a. *Legacy of Kain: Soul Reaver*
b. *Medal of Honor: Frontline*
c. *Gex: Deep Cover Gecko*
d. *Silent Hill*

9. Put the current *OPM* editors in order from who's done the most reviews to who's done the least (since May 2000).
a. Chris Baker
b. John Davison
c. Sam Kennedy
d. Joe Rybicki
e. Gary Steinman
f. Todd Zuniga

10. If you take the number of discs *Grind Session* received in our review and divide it by number of times *Grind Session* appeared on an *OPM* demo disc, what do you get?

Answers:
1. b; **2.** d; **3.** a; **4.** c; **5.** b; **6.** a; **7.** c; **8.** a; **9.** f (134), d (133), a (111), e (87), c (86), b (85); **10.** 1

Clish MacLaver's

GOSSIP GOSSIP

Gossip, rumor and scandal. Gaming's biggest secrets dug up and served with gravy.

Inspired by this month's cover story, Davison dispatched me with the goal of tracking down rumors of upcoming online games. If there's a group of people out there who are more secretive than those working on such projects, I've yet to meet them. Fortunately, some juicy tidbits did come my way, so here's what I've managed to track down. For more up-to-date info, check our Web site www.gamers.com regularly for more goodies.

SOCOM SEQUEL

All the boys here at *OPM* are big fans already—even Todd, and there aren't any balls in it. When it launches on Aug. 27 it stands a very good chance of being the reason people buy a Network Adapter—and that's a good thing. So good, it seems, that the possibility of a sequel is virtually assured, with new scenarios, improved visuals and a slew of enhancements based on player feedback from the first game. Word has only just leaked that the project exists, so it will be at least a year before we see anything, but it seems apparent that the new game will feature vehicles and more water-based combat. Let's hope those crazy little one-man subs that the SEALs use make it into the next game—that would be very cool, indeed!

GRAN TURISMO ONLINE

The much-anticipated fourth *Gran Turismo* is well on the way, I hear. My sources in Japan have indicated that the *GT Concept* projects are actually a key stage in the overall development of the online game. How so? Now that the team at Polyphony has worked on the *Concept* games, the *GT3* engine has taken on a more modular nature, meaning that new cars and tracks can now be easily plugged into the existing game code. As this is refined further for the online game, we'll find that instead of new stand-alone discs (although we never get them here!) you'll be able to download new content as it becomes available. Kazunori Yamauchi has said numerous times in the past that his dream for *Gran Turismo* is to eventually have every car in the world as a playable vehicle, and it seems that he's now well on the way to having the technology that'll help him realize this dream. I think Davison just passed out from the excitement about this one.

> **"His dream for *Gran Turismo* is to eventually have every car in the world as a playable vehicle"**

GRAND THEFT AUTO: CRIME ONLINE

Rumors are still circulating about the possibility of an online game set in the *Grand Theft Auto* universe. I've mentioned before that the guys at DMA were working on a project for years before *GTA3* shipped (and they had their name changed twice), but it now seems that this mythical "Crime Online" project is edging closer and closer to reality. When can we expect to see it, though? Well, I've heard that it's slated for PS2, and not PS3, so that means it should be out before 2005. Quite how soon before, though, is uncertain. If I had to guess, I'd say late 2003 at the very, very earliest. Early rumors suggested a full-on, no-holds-barred massively multiplayer game with an ongoing "quest" very much like *EverQuest* or *Final Fantasy XI*. I still don't have any way of confirming this, but if I had to give you a wish list of things I'd like to see in an online version, this project is certainly how I'd like to see it unfold. Let's hope that between now and then, Rockstar doesn't "*Tomb Raider*" the *Grand Theft Auto* franchise to death. After all, it's possible for us to get too much of a good thing.

BITS AND BOBS

After all the fuss surrounding Sega and its possible purchase of Infogrames died down, there was even more speculation concerning possible acquisition targets. Names that emerged included Reflections and even Nintendo stalwart, Rare. The latter has been at the center of numerous stories lately, including one concerning another possible suitor in the shape of Activision. It seems that news of Activision's publishing arrangement for Perfect Dark Zero prompted talks about taking the relationship one stage further. Rare clearly hasn't been entirely satisfied with its relationship with Nintendo lately and is keen to establish itself as more of a powerhouse multiformat developer. As we go to press, nothing has been confirmed, but keep your eye on www.gamers.com for updates on any of this stuff as it happens.

E-MAIL ME!

Got some good gaming gossip? Or anything you want to say to me? If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address: clish_maclaver@ziffdavis.com Look out for me on AIM, too—my buddy name is OPMClish.

TOP 5
CANCELED GAMES WE STILL WANT

- 5 Final Fantasy remakes
- 4 Gunslinger
- 3 Policenauts
- 2 Saturn games ported to PSone
- 1 Resident Evil 1.5

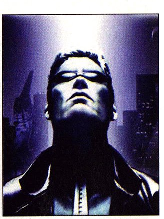
WHAT EVER HAPPENED TO...
SPACE CHANNEL 5

When Sega first announced its platform-agnostic strategy early last year, one of the first PS2 games revealed was a port of *Space Channel 5*, a Dreamcast release in 2000. This title in particular had us anticipating it for a whole bunch of reasons. Not only was the music game highly original (it starred a sexy-fresh reporter named Ulala who had to make her way through the game by getting aliens to dance along with her to the funky beats), but its incredible style presented a great retro-futuristic motif. Plus, the soundtrack was easily one of the coolest we'd ever heard in a game. It even had a special cameo appearance by none other than King of Pop (and long-time Sega pal) Michael Jackson. But the reason we were most excited about *Space Channel 5* is that the Dreamcast version, despite getting excellent reviews, just didn't sell well—so here was Sega's second chance to find an audience for the game with the mass-market PS2.

Unfortunately, therein lied the problem. Sega, despite announcing a U.S. version of the game at E3 last year—and releasing it in the both the European and Japanese markets—decided later on that it didn't want to take the risk involved in releasing the game here and canceled it. And despite the fact that an even better sequel hit Japan this year, this title was also left off of Sega of America's release list.

But hope remains. We've heard that Sega is currently shopping around both *Space Channel 5* games to interested U.S. third-party developers, so there's a good chance that one of the usual suspects (Agetec, Working Designs, Fresh Games, Atlus) will announce the games soon. Because it certainly would be a shame if Ulala never danced for you.

Wanna get the scoop on a game that's fallen off the radar? Then just send an e-mail to opm@ziffdavis.com with the subject "What Ever Happened to..." and we'll look into it.



Play Your Way
Five cool things about *Deus Ex*

Played any *Deus Ex* yet? Based on its sales, we're guessing you answered no. Despite glowing reviews and downright revolutionary gameplay, *DX* just hasn't fared well on PS2. We asked the man behind the game (and industry legend), Ion Storm's Warren Spector, to fill us in on a few cool things about the title.

1 It's not "just" a shooter. *Deus Ex* is part first-person shooter (there *is* a fair amount of combat in the game), part RPG (it's all about developing a unique character and seeing how the world reacts to you in your chosen role), part adventure game (with a strong emphasis on story and getting past obstacles to see new areas), part strategy game (in the way you can balance your character's skills, augmentations and inventory for maximum effect). It's whatever each player wants it to be.

2 It's not about puzzles. The designers worked *very* hard to make sure there was never a situation where you *had* to figure out the one right way to accomplish something. There are always multiple solutions to problems.

3 It's not about saving at every choice point so you can see all the possibilities. The idea behind offering players real options, with real consequences, was to ensure that no two players have the same gameplay experience. It wasn't to provide more content to see and experience.

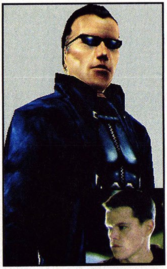
4 You *can* play through *DX* without increasing skills or installing and upgrading augmentations.

5 You can play through *DX* without ever killing anyone. Talk about a surprise—one of our programmers decided to try playing through not just non-lethally, but without *ever drawing a weapon*. And it worked. The funny thing is that the whole experiment was inspired by a player telling us that he had solved the game without killing anyone, something we thought was impossible. We thought you *had* to kill three non-player characters to make it through the game. But when this player told us how he did it, it turned out he was right. The real magic of gaming is that, in some games, stuff can happen that the creators of the game never intended.

DREAM CAST Deus Ex

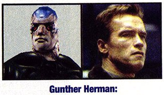
Normally, our Dream Casts deal solely with games we'd love to see turned to movies but realistically see no chance in hell of doing so. Not so this month. *Deus Ex* is currently in preproduction—but it still needs a cast. Who better to ask for a *DX* Dream Cast than the game's creative mastermind, Warren Spector? Here are his thoughts on who should play the lead roles.

Got any ideas for a Dream Cast of your own for another game? Send them to us at opm@ziffdavis.com with the subject DREAM CAST.



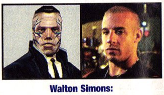
J.C. Denton: Matt Damon

"When we first started thinking about J.C., I envisioned Matt Damon in the role," says Spector. "I wanted someone with an everyman quality, an ability to blend in. Someone not built like your traditional action/adventure hero. Someone whose hidden power would inspire envy in ordinary, non-augmented humans and hatred in mechanically augmented monsters like Gunther Hermann and Anna Navarre."



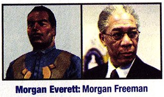
Gunther Herman: Arnold Schwarzennegar

"Gunther Herman has to be played by Arnold Schwarzennegar," Spector enthuses. "Has to be."



Walton Simons: Vin Diesel

"Gotta be Vin Diesel," says Spector on the role of Walton Simons. "Heck, he wouldn't even need any prosthetics!"

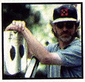


Morgan Everett: Morgan Freeman

Anna Navarre: Uma Thurman

Paul Denton: John Travolta

Alex Jacobson: Matthew Lilliard



Director: Steven Spielberg

"Might as well dream big," says Spector on the subject of directors. "Not only is [Spielberg] just a little bit popular with mainstream audiences, but he's pretty good at combining action and strong characters, both of which would be critical in a *DX* movie. And he's a gamer, to boot."

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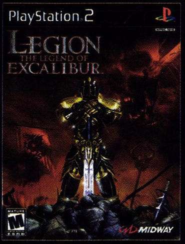

LIVE THE LEGEND OF KING ARTHUR.

Sneak Preview@www.legion.midway.com

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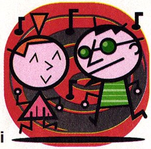
PlayStation 2

MATURE
M
CONTENT RATED BY
ESRB

Blood
Violence

SOUND STATION

By John Scalzi

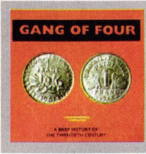


This month's lineup is taken from *Mat Hoffman's Pro BMX 2*, which showcases Activision's penchant for digging awfully deep for their tunes.

Fugazi: *End Hits*

You have to admire a band that can put out a song that's simply a collection of arpeggios and make it sound like a rampaging wall of sound. So mad props to Fugazi for being smarter-than-average musicians playing smarter-than-average post-punk. *End Hits* could be a blueprint for how to slam down tracks that are occasionally discordant, occasionally jammy, and sometimes a little loopy, but always listenable—which is more than lesser bands of this genre can manage. And when they really take off (like in the snarly "Five Corporations"), look out.

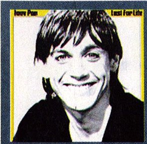
Final Score ●●●●


GANG OF FOUR
A BRIEF HISTORY OF THE TWENTIETH CENTURY

Gang of Four: *Brief History of the 20th Cent.*

Weenie music for weenie people. Gang of Four is probably best described as "Rhetoric Rock," a sort of denatured punk that washed around in the wake of the Sex Pistols, in which middle-class English socialists with thinly amped guitars whined about their lives of quiet desperation. Well, see, here in America, we live lives of *loud* desperation, so all this angst about getting a free shower head ("Return the Gift") really doesn't speak to us. Besides, we like to get our depressed songs about the working man from Springsteen and Mellencamp.

Final Score ●



Iggy Pop: *Lust For Life*

There are only nine songs on this CD, but most are total friggin' classics, from "Lust For Life," which still stands up even though it's been licensed to sell cruise packages to aging boomers, to "The Passenger," which once had a glorious redux by Siouxsie and the Banshees. All of the album glistens with sinewy rock energy, with just a light dusting of glam courtesy of David Bowie, who co-wrote most of the tracks, produced and played keyboards. If you can't love this album, there's something wrong with your head. We're talking tumor here.

Final Score ●●●●●

PARENTAL ADVISORY
N*E*R*D

N*E*R*D: *In Search Of...*

This is one of those musical one-offs in which a couple of famous producers (in this case, the Neptunes) decide to put out their own album, which turns out to be better than any of the artists they've produced. This album sizzles with hard raps, aggressive guitars and a mish-mash of samples and influences from soul to heavy metal, all with an almost sinister undertone. There are even a couple of slower tracks ("Provider" and "Bobby James") that actually *say* something, which is a nice counterbalance to the hyped-up aggro of "Lapdance" and "Rock Star."

Final Score ●●●●

SUICIDAL TENDENCIES

Suicidal Tendencies: *Suicidal Tendencies*

This classic punk album features "Institutionalized," *the* definitive theme song for the teenage boy for whom alienation isn't just a hobby, it's a way of life. ("All I wanted was a Pepsi, and *she wouldn't give it to me!*") It's hard to see that particular track ever getting old. Not so for the rest of the album, which glares at us from the crystallized amber of the '80s, when punks were a whole lot meaner and surlier (and a whole lot more political) than they are today. It's still excellent punk; you're just aware that you're looking at it from the downslope of nearly 20 years.

Final Score ●●●●

John Scalzi has been reviewing music since Fugazi's Ian MacKaye was working at the 7-11 with Henry Rollins. Now that's American angst! Get more of his music reviews at www.indiecrit.com.

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TEKKEN 4 BLOWOUT

Punch! Kick! Dodge! Weave! Throw! Here's everything you need to know about TEKKEN 4 for PlayStation 2...

Bookmarks

www.gamers.com
We take gaming news, mix it with a heaping helping of love, and serve it up to you warm and toasty on the Web. You'll find previews, reviews and our piping-hot messageboard. Join us, won't you?

www.soyouwanna.com
A staggering collection of "how-to" articles, from throwing a bachelor party to getting a sex change. Decorate your house, convert to Buddhism, avoid a traffic ticket or get a children's book published—it's all here. Some of it is pretty superficial stuff, but it's all somewhat helpful nevertheless.

Kent Paul's
80'S NOSTALGIA ZONE!
welcome

I don't know about you, but I just love the 1980s.

www.kentpaul.com
At first glance, it looks like a simple '80s nostalgia site...until you begin to catch references to "Vice City." Yep, you guessed it, it's the first of (we presume) many *GTA: Vice City* sites. Log in and you can send a virtual postcard to your friends...you tosser.

amazing-bargains.com
Web deals, coupons, and other money-saving madness. Before you make *any* major purchase online, check this site out—you'll be glad you did when you save a pantload of money. There are even some offline deals, too.

www.furyu.com/archives/issue9/jubei.html
Read an in-depth account of the real-life Jubei Yagyu (you know, apart from his demon-slaying in *Onimusha 2*). Yeah, this guy actually existed—check out page 44 for some of the details.

www.airlinemeals.net
You may not believe it now (unless you fly a lot of business class), but there once was a time when airline meals were actually meals—and some of them were actually palatable. Check out this site for some highlights of the glory days of in-flight dining.

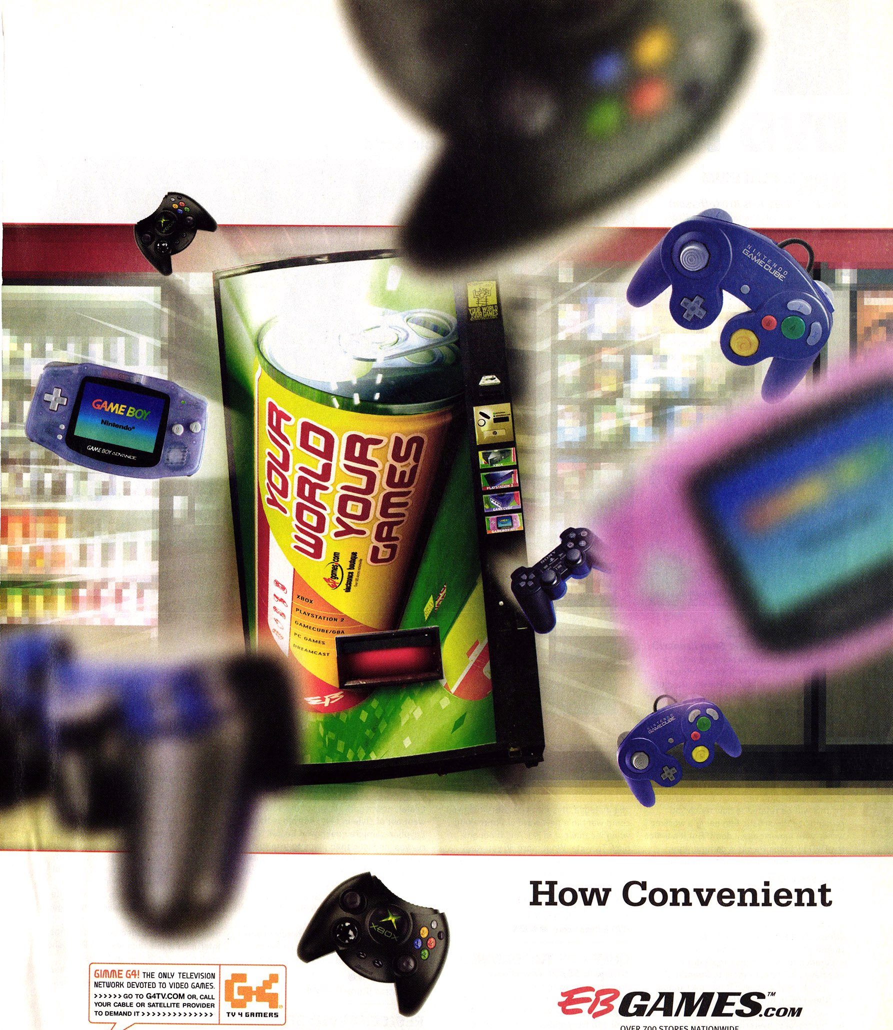
www.scea.com/games/categories/actionadvent/socom/
Much like the *Donnie Darko* or *Memento* Web sites, the *SOCOM* home page features interactive games that reward winners with passwords to advanced areas. Brush up on you your target-shooting and gun-assembly skills and head on over.

www.e3girls.com
This site claims "It's not about the games," and, well, it certainly isn't. If the smattering of E3 booth babe shots from the last issue weren't enough for you, then stop by for a visit. You'll find pics from the last four E3s, somewhat haphazardly organized by date and company. Just don't expect really high-quality photography.

www.mp3.com/jhg
It's the Web site for Joe Rybicki's band, and there are finally new songs up! If you dig that poppy, punky thing, head on over and give 'em a listen; comments welcome.

hardcore candy

www.hardcorecandy.tv
Need your Zoe Flower fix? Move to Canada and see her TV show! Failing that, check out the site and wait for it to hit U.S. screens soon.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DVD REVIEWS

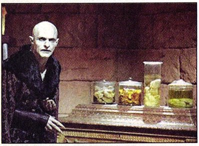
by John Scalzi

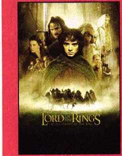
BLADE 2: PLATINUM SERIES

(Wesley Snipes, Kris Kristofferson)

In a word: Coooool. The first of the *Blade* series, which features Wesley Snipes as a half-vampire who kicks ass among the undead, was fun but disposable—very much like the comic book it was based on. This time around, the story delves into deeper and darker (and oh, so much bloodier) territory as Blade teams up with his ancient vampire enemies to take on some really nauseating new vampires that prey on everything they can get. More violence, more blood, more insane creepiness, more Snipes being the meanest mofo in the room. Let me reiterate: Coooool. DVD has commentary from Snipes and director Guillermo Del Toro, plus a second disc with outtakes, deleted scenes, a music video, "making-of" material and more.

Movie Score ●●●●
DVD Extras Score ●●●◖





STARRING:
(Elijah Wood, Ian McKellen)

LORD OF THE RINGS: THE FELLOWSHIP OF THE RING

Reflect for a moment on just how truly and indescribably God-awful a movie adaptation of *Lord of the Rings* could have been, and then get down on your totally unworthy knees and thank Peter Jackson for doing it right. *Fellowship* is so good that it's almost miraculous, and makes its next closest competitors in the fantasy epic realm (the recent Star Wars flicks) look like festering piles of sickness. At the very least, Jackson bothers to get performances out of his actors. Your purchase of the DVD is already a given (or it should be), so let's run down the extras that you'll get: First, a TEN MINUTE preview of *The Two Towers*, the next *Lord of the Rings* film, three long-form and 15 featurette-length documentaries, which include interviews with the cast and crew, a preview of the upcoming *Two Towers* video game, and a preview of the super-deluxe extended DVD package of *Fellowship* coming out in November. Buy this one for yourself now, and drop hints to your loved ones about the super-deluxe version 'round the holidays.

Movie Score ●●●●●
DVD Extras Score ●●●●

CHELSEA WALLS

(Uma Thurman, Robert Sean Leonard)

Not content with merely being an actor, a novelist, and the man who sires children upon Uma Thurman, Ethan Hawke attempts to rub our nose in it again by being a director as well. And not the kind that spurts out cute movies about talking dogs—no, in *Chelsea*, Hawke tries singlehandedly to revive the Beat Generation by following the lives of the inhabitants of the seedy-but-chic Chelsea Hotel, where everyone is an alcoholic artist, or wishes that they were—or, at least, that they were sleeping with one. Your tolerance for this will be related to how much you romanticize the artistic life; being a working writer with a mortgage, I don't. But it's a nice try. DVD includes Hawke's commentary, additional footage and a short film by Hawke.

Movie Score ●●◖
DVD Extras Score ●●◖

PULP FICTION: SE

(John Travolta, Samuel L. Jackson)

Quentin Tarantino has been cruising on his reputation for longer than most directors his age have had careers (note to Quentin: Off yer ass, buddy), but even if he never made another film in his life, *Pulp Fiction* would be enough. A dazzling display of pure storytelling bravado, hysterically violent, and packed with dangerously edgy characters and dialogue, this film was everything you could want in a new wave of filmmaking when it came out in '93. And it bought back Travolta. What more do you want from a single film? This special edition packs in deleted scenes, trivia, award ceremonies, production and "making-of" documentaries and so on.

Movie Score ●●●●●
DVD Extras Score ●●●◖

QUEEN OF THE DAMNED

(Aaliyah, Stuart Townsend)

Sad about Aaliyah, but we can't let our tender feelings obscure the fact that this adaptation of the Anne Rice bestseller well and truly stinks. Stuart Townsend takes over for Tom Cruise as the Vampire Lestat, now a goth rocker of the sort that went out of style in 1997; Aaliyah is the Egyptian vampire queen who Lestat revives, and who then plans to turn the world into her buffet plate. Look, people, there's already another, better flick about vampires trying to take over the world coming out this month. See it instead. Nice DVD goodies, though, including a tribute to Aaliyah, two other "making-of" documentaries, a gag reel, director commentary, three "videos" from Lestat in rock-god mode, and one from Static X.

Movie Score ●●
DVD Extras Score ●●●◖

RESIDENT EVIL: SE

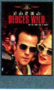
(Milla Jovovich, Michelle Rodriguez)

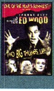
Oh, yeah, like anyone who reads *this* magazine needs to be told the plot of this flick. However, be warned that the characters in the video games are far more lifelike than anything you're going to see in the film. Everything about the flick is 14 kinds of dim; the only reason to watch it is for the thrill of Milla Jovovich and Michelle Rodriguez fighting zombies with big guns. But in that case, there's nothing this film offers that downloaded photos from the Internet and few minutes with Photoshop couldn't manage. Replay the games instead. DVD stuff: director commentary, "making-of" features, and a music video.

Movie Score ●◖
DVD Extras Score ●●◖

UPCOMING DVD RELEASES

August 6, 2002
Clash of the Titans
Deuces Wild
Dogtown and Z-Boys
Lord of the Rings: The Fellowship of the Ring
The Simpsons: The Complete 2nd Season





August 13, 2002
Cocktail
Down and Out in Beverly Hills
Ed Wood
Scratch
Showtime

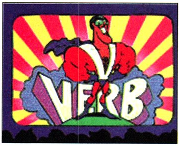
August 20, 2002
Gremlins: SE
Gremlins II
Iris
Pretty in Pink
Pulp Fiction

Johnny Dangerously

August 27, 2002
Big
Close Encounters of the Third Kind
Johnny Dangerously
Queen of the Damned
Reservoir Dogs: SE
Sopranos: Season 3

SCHOOLHOUSE ROCK! SE

How influential were the *Schoolhouse Rock!* educational cartoons? Well, consider the fact that every American under the age of 35 can actually sing the Preamble to the Constitution of the United States. And that's just the start: "Interplanet Janet," "Conjunction Junction," "I'm Just a Bill,"—uh huh, I hear you humming at least one of those right now. This DVD collects all 46 classic cartoons and adds a new one, "I'm Going to Send Your Vote to College"—an all-too-timely bit on the electoral college. I can't imagine anyone not wanting this DVD. Extras include lost songs, a "making-of" for the new song, audio commentaries and more.



Movie Score ●●●●◖
DVD Extras Score ●●●◖

SHOWTIME

(Eddie Murphy, Robert De Niro)

It's hard to see how you could go wrong with a film that stars both Eddie Murphy and Robert De Niro, but *Showtime* makes a run for it with a lame story, and it's only the charisma of these two guys that keeps it from sinking entirely. The two are police partners who get cast in a reality-TV show; Murphy does his hyperactive thing to varying levels of success, and De Niro is his usual heat sink, sucking performances out others more than actually performing himself. One real sparkle: William Shatner, hamming it up to play... William Shatner. DVD Extras: director commentary, trailer, "making-of" feature.

Movie Score ●●◖
DVD Extras Score ●●

THE SWEETEST THING

(Cameron Diaz, Christina Applegate)

The Sweetest Thing proceeds on the premise that women can be just as vulgar, rude and disgusting as any guy from the *American Pie* genre of films, and proves it with a flick filled with body fluids, mouths getting stuck on inconvenient body parts and women fondling Christina Applegate's boobs. I'm not fond of this genre to begin with, so you can imagine what I think of this, but I must admit that if I have to be forced to watch this stuff, better to have Diaz and Applegate on the screen than Jason Biggs. Yeah, I know. I'm a guy. Sue me. Extras: commentary, deleted scenes, "making-of" feature.

Movie Score ●●
DVD Extras Score ●●◖

WE WERE SOLDIERS

(Mel Gibson, Greg Kinnear)

This flick is hopelessly square and yet bracingly effective at the same time—a neat trick, if you think about it. Gibson plays Lt. Col. Hal Moore, who led American soldiers in the first major land battle of the Vietnam War. The battle scenes are realistically bloody and violent like the scenes in *Black Hawk Down*, so be ready for that; also be ready for scenes back in the U.S., where worried wives wait to hear about their men. As I said, hopelessly square. But there are worse things. Extras: Commentary by writer/director Randall Wallace; 10 deleted scenes, "making-of" documentary.

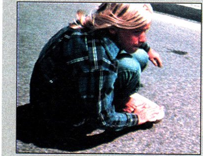
Movie Score ●●●◖
DVD Extras Score ●●●

Back to the Old School

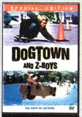
THE BIRTH OF MODERN SKATEBOARDING

One suspects that most major sports got their start from kids trying desperately to keep themselves from getting bored, but few sports are able to document that fact like modern skateboarding. *Dogtown and Z-Boys* revisits the teens who gave skateboarding its start (the "Z-Boys" of the title, named after the surf shop that served as their clubhouse; "Dogtown" is the particularly crappy area of Santa Monica and Venice that they all lived in), and plays out a lot like those WWII documentaries in which a bunch of old guys talk about what it was like to storm the beach at Normandy when they were just kids.

There's a problem with the sense of scale, of course. Cool as skateboarding is, it doesn't really compare to freeing the world from Nazi tyranny. But the filmmakers are right to do it this way. Skateboarding really is so much bigger today than it was when these kids were just killing time in the afternoons; over and over again what you get from the Z-Boys is a constant sense of amazement. The Z-Boys (and one Z-Girl) accentuate that they had no plan or idea for skateboarding to become the industry it has. They were just doing it for the fun of it. They had no idea they were pioneers. They were just punk kids, and the emphasis here is on "kids"—the youngest of them was 13 (Jay Adams, who looked unsettlingly like a Hanson brother in his younger days, and even more unsettlingly like Flea from the Red Hot Chili Peppers today).



And, of course, that's why skateboarding survives today: It was born out of fun, not some master economic plan to strategically acquire the disposable incomes of the potential skatepunk demographic (that came later). Skateboarding is anarchy on wheels, and *Dogtown* captures that, not just in its subject, but in its style, which is cheerfully careless: At one point narrator Sean Penn(!) flubs a line, and the movie keeps going because that's the sort of movie it is.

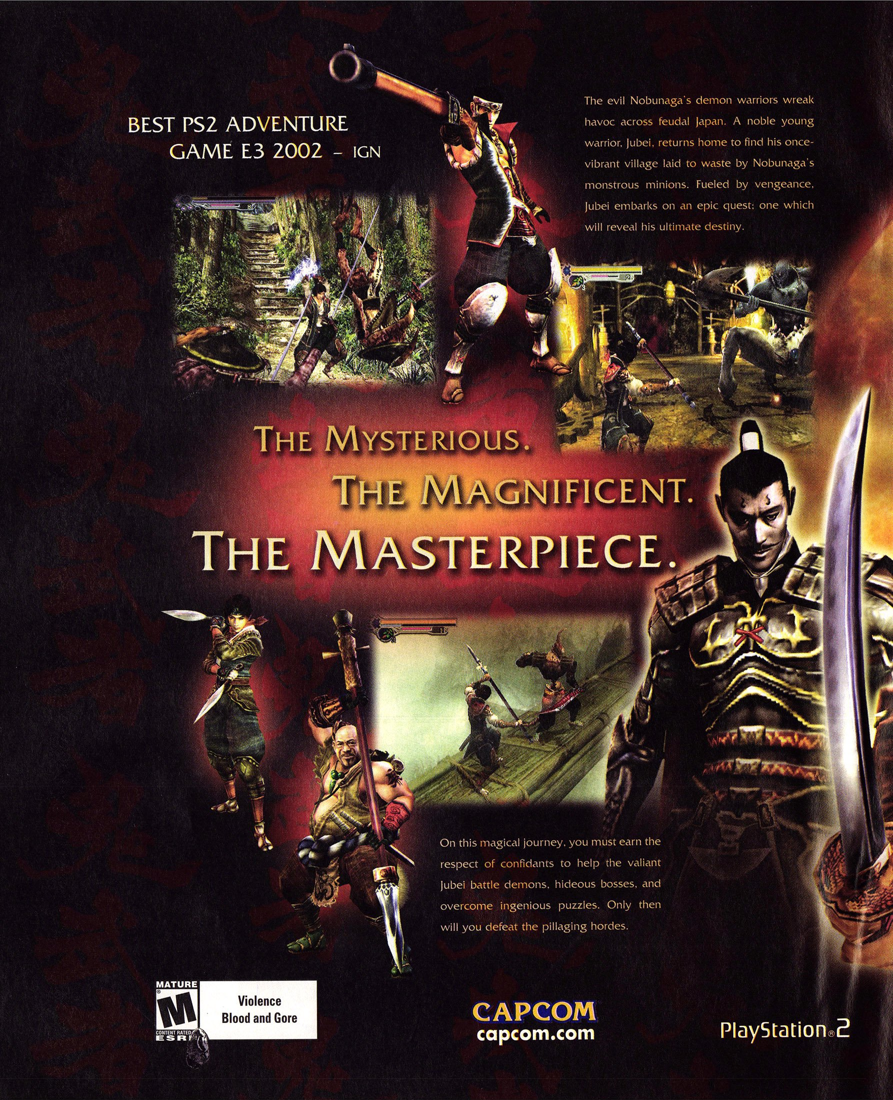


Dogtown and Z-Boys
Street Date: 8/6/2002
MSRP $24.95

Now, one could make the argument that this documentary is a tad self-serving, since it's directed by Stacy Peralta, who was one of the Z-Boys and grew up to create a media empire out of skateboarding. It also assumes that you already know at least the outlines of the story—the movie makes a big deal about the tragedy of Z-Boy Jay Adams' life, even though Adams is chatting amiably during the film; it's not until the very end that you get a brief idea of why his life has a tragic quality. But on the other hand, this isn't a subject where you'd get Ken Burns to do the documentary and have scholars give a historical perspective. It's about a subculture, by a subculture, for a subculture. And it's fun, too.

DVD extras include commentary by Peralta, extended skate scenes, deleted scenes and production notes.

Movie Score ●●●◖
DVD Extras Score ●●●



BEST PS2 ADVENTURE
GAME E3 2002 – IGN

The evil Nobunaga's demon warriors wreak havoc across feudal Japan. A noble young warrior, Jubei, returns home to find his once-vibrant village laid to waste by Nobunaga's monstrous minions. Fueled by vengeance, Jubei embarks on an epic quest; one which will reveal his ultimate destiny.

THE MYSTERIOUS.
THE MAGNIFICENT.
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On this magical journey, you must earn the respect of confidants to help the valiant Jubei battle demons, hideous bosses, and overcome ingenious puzzles. Only then will you defeat the pillaging hordes.

MATURE
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CONTENT RATED BY
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Violence
Blood and Gore

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PlayStation®2

鬼武者
ONIMUSHA™ 2
Samurai's Destiny

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TV NEWS

QUANTUM LEAP FORWARD?
The Sci-Fi Channel, which is now a part of the Universal Television Group, is apparently developing a number of original series and films based on existing Universal titles. Most notably, a two-hour movie based on *Quantum Leap* is in the works, and it may act as a possible "back-door pilot" for a new series. It's unclear as yet if the original cast will have anything to do with the movie or a potential new TV program, but series creator Don P. Bellisario is on board as executive producer.

NEW WOMAN IN 24
Spoiler for *24* fans here: Teri Bauer is dead after all. Fans had questioned whether she survived the shooting in the final episode of Fox's show, but it's now clear that she didn't make it. The second series, which will again be in "real time," is set a year later and will feature a new female lead acting as a romantic partner for Keifer Sutherland's Jack.

ENTERPRISE SEASON 2
The wrap-up of *Enterprise*'s season-one cliffhanger "Shockwave Part 1," mysteriously called "Shockwave Part 2," will hit UPN at 8 p.m. on Sept. 18. Will Capt. Archer make it back from the future? There's a pretty good chance, really, don't you think?

SPIDER-MAN'S MTV SHOW
MTV's computer-animated TV show based on Spider-Man won't be hitting our screens this fall, as originally projected. It now looks like we'll have to wait until early 2003. Why the delay? Apparently, the success of the movie prompted some rewrites to the TV scripts.

SMALL-SCREEN BLADE
David S. Goyer, the screenwriter behind the *Blade* movie trilogy, has stated that he and New Line Television are exploring ideas for a TV show based on the franchise. Don't expect anything to be confirmed until after *Blade 3* is in theaters, though.

BUFFY TO GET LIGHTER
Buffy creator Joss Whedon recently told *Cinescape Online* that season seven of the show is "about bringing the show back to life." Expect a lighter vibe and more of a "girl power" theme to return to the proceedings.

MEDIA MIX: COMIC BOOK FLICKS

SUB-MARINER
More and more comic-book movie news! Screenwriter David Self told *Sci-Fi Wire* that he's adapting Marvel's *Namor the Sub-Mariner* comic series for the screen, but won't base it on any existing storyline. "It's a totally different project, because I don't have a specific storyline to adapt," Self said in an interview. "I just have sort of a mythology of Namor and some incidences, some characters that come and go during Namor's life. I have a much freer hand to create a different, new story."

J.LO THE SHRINK
In *Shrink*, a movie based on the online comic book of the same name, Jennifer Lopez will play a psychiatrist to superheros and villains.

BATMAN vs. SUPERMAN

Comic book fans the world over are doubtless still breathless from the news that Wolfgang Petersen's proposed *Batman vs. Superman* flick is one step closer to being made. For the past few years, Petersen has been working with Andrew Kevin Walker (*Seven*'s script writer) to get Warner Bros. to commit to the movie. Petersen is now officially signed up to direct and produce the film. "It's a clash of the titans," he told *Variety*. "They play off each other so perfectly. Superman is clear, bright, all that is noble and good, and Batman represents the dark, obsessive and vengeful side. They are two sides of the same coin and that is material for great drama."

The new movie won't change existing plans for standalone superhero flicks. McG's *Superman* is still in the works, as is Darren Aronofsky's *Batman: Year One*.

You can expect game-related announcements that tie in with all of these projects to be revealed before the end of the year.

WONDER WOMAN

Sandra Bullock told *TV Guide* that she won't be donning the tights to play DC Comics superhero Wonder Woman in the new movie. Contrary to reports that she would take on the role of Diana Prince, Bullock said, "I just don't have the time or the capability to think that I can pull that off." So who does she think is best suited for the role? "Somebody who is really athletically inclined and can kick ass," Bullock said. "She's agile. She's like a cat. That's what it deserves. It deserves someone who can enjoy the camp, but also play the serious or the dark side. Because Wonder Woman has such a dark core to it, if [producers] embrace that, there's a couple of women that could do a good job." Want our suggestion? How about Jessica Alba?

Images courtesy of Warner Bros./D.C. Comics

DVD NEWS

WE WERE SOLDIERS
The gruesome war-time Mel Gibson flick that no one went to see in theaters is out on DVD Aug. 20, when no one will buy it either.

PULP COLLECTION
The collector's edition of *Pulp Fiction* will be out Aug. 20, complete with lots of predictable extras.

SOPRANOS SEASON 3
We mentioned it last month, but here it is again: Season 3 of *The Sopranos* will be in stores Aug. 27.

QUEEN OF THE DAMNED
Beware goths and Aaliyah fans stalking around video stores on Aug. 27 brandishing copies of Anne Rice's *Queen of the Damned.*

BLADE 2 ALREADY
More vampires. The second *Blade* movie should be in stores on Sept. 3. Watch as badass bloodsuckers suddenly become wimps during a 90-minute movie. What's up with that?

FRIENDS SEASON 2
Need to sweeten the lady in your life? For just $100 you can buy the entire second season of *Friends* on four discs. That's 11 hours of peace! You can pick it up the same day you snag *Blade 2.*

NO SEX FOR 40 DAYS
40 Days and 40 Nights, the movie about Josh Hartnett abstaining from horizontal jogging, will be in stores on Sept. 17.

WHICH SIDE ARE YOU ON?

For years, you've watched the conflict. Now you must make a choice. Who will YOU be: commander of the imperiled Earth Federation, or leader of the notorious Zeon Forces? Choose your side, then prepare for the fight of your life, in Mobile Suit Gundam: Federation vs. Zeon. Hail Zeon!

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112.20
RADAR
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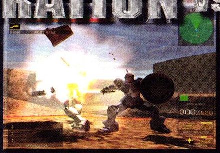

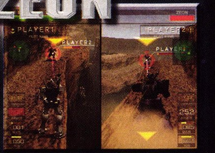

TEEN
T
CONTENT RATED BY
ESRB

Violence

PlayStation 2

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TOP 10 CHARTS

PS2 Top 10

Once again, the charts are dominated by either big-name new games (*Spider-Man*, *Frontline*) or older titles at fire-sale prices (*ATV*, *Midnight Club*). While that's all well and good, why not stray off the beaten path every now and then? *Ico*, anyone?

	Last Month	Title / Publisher	Rating
1	1	Spider-Man *Activision*	●●●●◖

Check this out: Not only is Spidey stuck atop this list for the second month running, but he's also spinning his web around all those other consoles. Take a peek at the bottom of this page if you don't believe us. See that multisystem chart? Notice how Spidey is at Nos. 1, 7 and 9? Heck, he also has the No. 11 spot with his GBA game! But as summer draws to a close, as the online revolution begins, and as the holiday hits start swarming the PS2, we're pretty sure Spidey's run as top arachnid will come to an end.

	Last Month	Title / Publisher	Rating
2	2	Grand Theft Auto III *Rockstar*	●●●●●
3	—	Medal of Honor: Frontline *EA Games*	●●●●●
4	3	Gran Turismo 3: A-spec *Sony CEA*	●●●●●
5	5	ATV Offroad Fury *Sony CEA*	●●●●
6	—	Midnight Club *Rockstar*	●●●●
7	7	Twisted Metal: Black *Sony CEA*	●●●●●

Quick hint: If you're thinking about picking this up, wait. Buy a Network Adapter instead. Why? Because it comes with a coupon for a free copy of *Twisted Metal: Black Online*. Now, that's a deal!

	Last Month	Title / Publisher	Rating
8	—	Headhunter *Acclaim*	●●●
9	—	Star Wars: Jedi Starfighter *LucasArts*	●●●◖
10	8	Max Payne *Rockstar*	●●●●

Source: NPDFunworld TRSTS Service, May 2002. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM *staff.*

OPM's Most Wanted PS2 Games

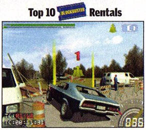
LOCK ON!
Attack
Magic
Item
Arcanum

1	Kingdom Hearts	*Square EA*
2	GTA: Vice City	*Rockstar*
3	Shinobi	*Sega*
4	Sly Cooper	*Sony CEA*
5	Tony Hawk 4	*Activision*
6	TimeSplitters 2	*Eidos*
7	Contra	*Konami*
8	Wild Arms 3	*Sony CEA*
9	Need for Speed	*EA Games*
10	NBA 2K3	*Sega Sports*

Japan's Top 10 PS2 Games

1	Winning Eleven 6	*Konami*
2	Gundam: Fed v. Zeon	*Bandai*
3	.hack	*Bandai*
4	Pro Soccer Club	*Sega*
5	Popolocrois III	*Sony*
6	FIFA 2002	*EA Square*
7	Kingdom Hearts	*Square*
8	Nechu Pro Baseball	*Namco*
9	Project FIFA	*Enix*
10	Final Fantasy XI	*Square*

Top 10 Blockbuster Rentals



1	Stuntman (PS2)	*Atari*
2	MOH: Frontline (PS2)	*EA Games*
3	Test Drive (PS2)	*Atari*
4	Spider-Man (PS2)	*Activision*
5	Men in Black II (PS2)	*Infogrames*
6	Freekstyle (PS2)	*EA Big*
7	GTA3 (PS2)	*Rockstar*
8	Bruce Lee (Xbox)	*Universal*
9	Way of Samurai (PS2)	*Bam!*
10	ASBaseball 2003 (PS2)	*Acclaim*

Top 10-Selling Games, All Systems

1	Spider-Man (PS2)	*Activision*
2	Dragonball: Goku(GBA)	*Infogrames*
3	GTA3 (PS2)	*Rockstar*
4	MOH: Frontline (PS2)	*EA Games*
5	Gran Turismo 3 (PS2)	*Sony CEA*
6	Resident Evil (NGC)	*Capcom*
7	Spider-Man (Xbox)	*Activision*
8	Halo (Xbox)	*Microsoft*
9	Spider-Man (NGC)	*Activision*
10	Sup. Mario Adv. 2 (GBA)	*Nintendo*

PSone Top 10

Lots of repeats, very little new. Such is the life of Sony's former powerhouse—once on the cutting edge, now relegated to the kiddie corner. Of course, some smart gamers have picked up the newer mini-PSone and screen and are using it to revisit the classics...

	Last Month	Title / Publisher	Rating
1	1	Yu-Gi-Oh: Forbidden Memories *Konami*	●◖

So many questions surround the enigmatic *Forbidden Memories*, but they all boil down to one basic riddle: Why? As in: Why buy this game? Why play it? Why was it made? Why do you watch the awful, cynical cartoons that are nothing more than a tutorial/marketing ploy for the collectible card game? Why is Yugi so damn short? Why, why, why? We're stumped, so we look to you for the answers. If *anyone* can make a compelling case for Yu-Gi-Oh, shoot us an e-mail at opm@ziffdavis.com.

	Last Month	Title / Publisher	Rating
2	2	Spider-Man *Activision*	●●●●●
3	8	Gran Turismo 2 *Sony CEA*	●●●●●
4	—	The Italian Job *Rockstar*	●●●●●

The last great game for the PSone? Maybe. All we know is, we loved it, and it's only $10—not bad for a new title. Plus, you get to crash through Europe in those classic Minis. How cool is that!

	Last Month	Title / Publisher	Rating
5	—	SpongeBob SquarePants *THQ*	●●
6	10	Spider-Man 2 Enter: Electro *Activision*	●●●◖
7	3	Driver 2 *Atari*	●●●●
8	4	Grand Theft Auto 2 *Rockstar*	●●●
9	7	Digimon Rumble Arena *Bandai*	●●●◖
10	6	Motocross Mania *Take 2 Interactive*	●

Source: NPDFunworld TRSTS Service, May 2002. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM *staff.*

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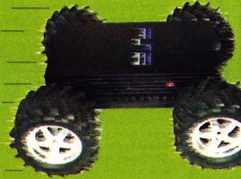

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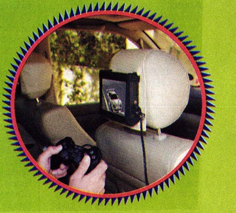

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Coming Soon

PLAYSTATION 2

August

Antz Extreme Racing	Empire	Racing
Commandos 2	Eidos	Strategy
Conflict Zone	Ubi Soft	Strategy
Dino Stalker	Capcom	Light Gun
H2Overdrive	Crave	Racing
Madden NFL 2003	EA Sports	Sports
Mat Hoffman's Pro BMX 2	Activision	X-Sports
NCAA Col. Football 2K3	Sega	Sports
NCAA Final Four 2003	Sony CEA	Sports
NCAA GameBreaker 2003	Sony CEA	Sports
NFL Blitz 20-03	Midway	Sports
NFL GameDay 2003	Sony CEA	Sports
NFL 2K3	Sega	Sports
Onimusha 2	Capcom	Adv.
Riding Spirit	Bam!	Racing
Rocket Power	THQ	Action
SOCOM: U.S. Navy SEALs	Sony CEA	Action
Street Hoops	Activision	Sports
The Thing	Universal	Adv.
Tom & Jerry: Whiskers	NewKidCo	Action
Turok: Evolution	Acclaim	FPS

September

Armored Core 3	Agetec	Action
Blade II	Activision	Action
Conflict: Desert Storm	Take 2	Action
Disney Golf	EA	Sports
Dual Hearts	Atlus	RPG
Dynasty Tactics	Koei	Strategy
Egg Mania	Kemco	Puzzle
Grandia Xtreme	Enix	RPG
Gundam: Fed. vs. Zeon	Bandai	Action
Hitman 2: Silent Assassin	Eidos	Adv.
Kelly Slater's Pro Surfer	Activision	X-Sports
Kingdom Hearts	Square EA	Action
Myst III: Exile	Ubi Soft	Adv.
NASCAR Thunder 2003	EA Sports	Racing
NBA ShootOut 2003	Sony CEA	Sports
Need for Speed: HP2	EA Games	Action
NHL 2003	EA Sports	Sports
NHL Hitz 20-03	Midway	Sports
Ninja Assault	Namco	Light Gun
Pac-Man Fever	Namco	Party
Rayman 3	Ubi Soft	Action
RoboCop	Titus	FPS
Robot Alchemic Drive	Enix	Action
Robotech: Battlecry	TDK	Action
The Scorpion King	Universal	Action
Sega Bass Fishing Duel	Sega	Sports
Sega Soccer Slam	Sega	Sports
Simpsons Skateboarding	EA Games	X-Sports
Sly Cooper & Thievius...	Sony CEA	Action
Star Wars: Clone Wars	LucasArts	Action
Summoner 2	THQ	RPG
Superman: Apokolips	Infogrames	Action
Taz: Wanted	Infogrames	Action
Tekken 4	Namco	Fighting
The Terminator: DOF	Infogrames	Action
TimeSplitters 2	Eidos	FPS
Wild Arms 3	Sony CEA	RPG
WWII: Prisoner of War	Codemasters	Adv.

October

.hack//INFECTION	Bandai	RPG
Auto Modellista	Capcom	Racing
Black & Bruised	Majesco	Sports
Blade II	Activision	Action
BloodRayne	Majesco	Action
Burnout 2: Point/Impact	Acclaim	Racing
Colin McRae Rally 3	Codemasters	Racing
Defender	Midway	Action
Evolution Skateboarding	Konami	X-Sports
Freaky Flyers	Midway	Racing
Grand Theft Auto: VC	Rockstar	Action
Gungrave	Sega	Action
Legaia 2: Duel Saga	Fresh Games	RPG
Lord/Rings: Fellowship	Universal	Action
The Lost	Crave	Adv.
Mortal Kombat: DA	Midway	Fighting
NBA 2K3	Sega	Sports
Red Faction II	THQ	FPS
Reign of Fire	Bam!	Action

PS ONE

August

Aces of Air	Agetec	Action
GTA Compilation	Rockstar	Action
Madden NFL 2003	EA Sports	Sports
NFL GameDay 2003	Sony CEA	Sports

September

Mobile Armor	Agetec	Action
NASCAR Thunder 2003	EA Sports	Racing
NBA Live 2003	EA Sports	Sports
NBA ShootOut 2003	Sony CEA	Sports
Spec Ops: Airborne Div.	Take 2	Action

Future Releases

FIFA 2003	EA Sports	Sports
Harry Potter: Chamber	EA Games	Action
The Pink Panther	DreamCatcher	Action
Street Racquetball	Agetec	Sports
T. Hawk's Pro Skater 4	Activision	X-Sports
Treasure Planet	Sony CEA	Action

CONTRA: SHATTERED SOLDIER

HANDS-ON PREVIEW

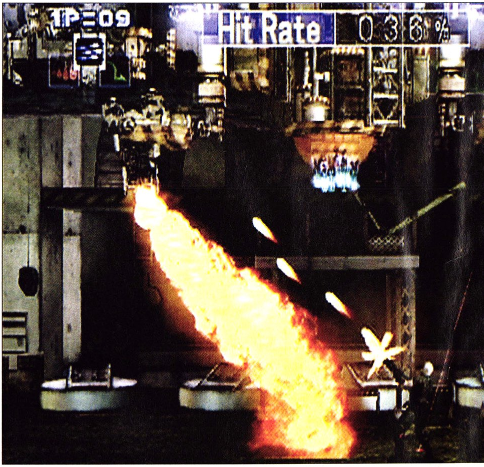
The real deal

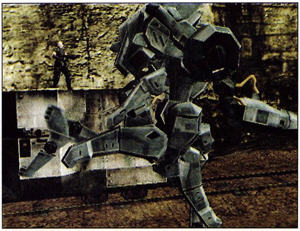
Forget the last two *Contra* games for the PSone ever existed. Seriously—just completely block them from your mind. *Contra: Legacy of War* and *C: The Contra Adventure*—both externally developed by Appaloosa for **Konami of America**—should never have happened. You know this, we know this and even Konami knows this. "I wasn't a fan of those games," admits Konami's Nobuya Nakazato, director of the new PS2 *Contra* installment, *Shattered Soldier*. He's the guy Konami is allowing to fix its mistakes—and if there's anyone who can do it, it's Nakazato. *Contra* runs through this guy's blood—he directed *Contra III* for the Super Nintendo and *Contra: Hard Corps* for the Sega Genesis.

So what does Nakazato have in store for us? Well, a lot of what he's delivered in the past. From what we've played thus far, *Shattered Soldier*, despite its new 3D graphical style, plays quite similarly to *Hard Corps*. The way the gameplay feels, the way you can select different weapons on the fly, the way the action shifts perspectives at times—it's all is very reminiscent of the 16-bit classic. "I didn't create *Shattered Soldier* intentionally to be like *Hard Corps*, but it's probably similar because that was the most recent *Contra* I did," Nakazato explains. "This is just the natural evolution."

Nakazato has made one major change to the *Contra* formula for this one, though: its focus on strategy. In this game, no longer do you mindlessly blast away alien creatures—you're supposed to do so in the best way possible in order to score higher rankings. And by scoring higher, you can unlock new levels and endings. "You always have to use your head to figure out what sort of weapons or strategies are best for what sort of enemies in the game," explains Nakazato. "Getting a full 100-percent ranking is definitely going to be a challenge." However, to offset the emphasis on accuracy, other areas have been simplified—you no longer shoot orbs to get weapon upgrades (weapons are selectable at all times) and unlike *Hard Corps*, you don't have any story branches to deal with. "This one is more of an action/action game, not an action/adventure game," says Nakazato. "Different storylines and endings are purely based on your performance."

We absolutely love *Shattered Soldier* so far, though we're a tad concerned over the absence of some *Contra* staples (NO FRICKIN' SPREAD GUN?!?!). Also, we've yet to see just how well the whole accuracy-percentage rating will work out. Still, everything else—the killer graphics, the solid shooter gameplay, even the massive bosses—seems to live up to the series' name. Expect to see us raving about this one come **November**.





Bosses!

A *Contra* game wouldn't be a *Contra* game without bosses. And bigger bosses. And then bosses that are even bigger than those bigger bosses. According to Konami, a lot of the bosses in *Shattered Soldier* are actually remakes from previous *Contra* titles. But now they just look about a billion times cooler. "If you're a huge *Contra* nut, a couple of these might bring a smirk to your face," says Nakazato. As for the final boss of this game? "It differs depending on how well you do," Nakazato reveals.

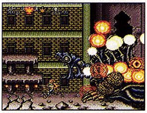
1P=01
Hit Rate

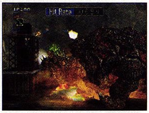
Everything Old Is New Again

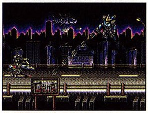
It might not be apparent right away thanks to how detailed everything now is, but a lot of the enemies and environments in *Shattered Soldier* are actually based on those from previous *Contra* installments. Below are a few shots grabbed from the 16-bit *Contra* games (on the left) and some shots from *Shattered Solder* (right).

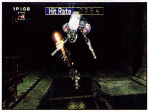
16-Bit Contra

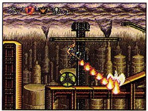
Contra PS2 Style

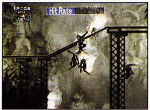


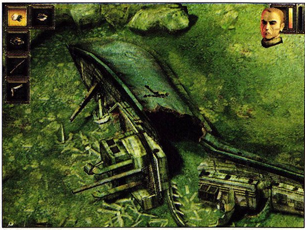






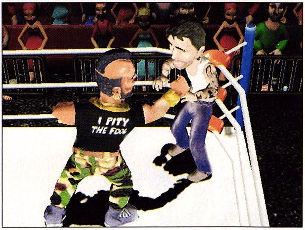


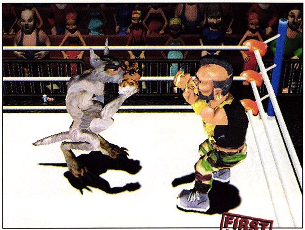




Commandos 2: Men of Courage

After several delays pushing it back over a year, **Eidos'** sequel to the PC hit *Commandos: Behind Enemy Lines* finally seems on track for a **late August** release. Set during World War II, this tactical action/strategy game puts you in control of an elite group of commandos on missions whose results could alter the course of the war. As you fight through Asia, the Arctic, North Africa and Europe, you'll need to keep in mind the individual skills of your team members for effective results.

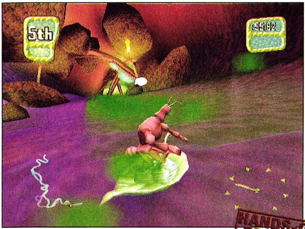




FIRST LOOK

Celebrity Deathmatch

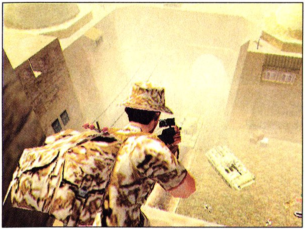
MTV has made some revolutionary television (tasteless, but revolutionary), and since it wouldn't make sense to play a *Sims*-style game called *The Osbournes* (or would it?), **Rockstar** decided to pick up the next-best license: *Celebrity Deathmatch*. Expect the unexpected in this cheeky grappler that promises the laughter to equal the action. Early word suggests *Deathmatch* to feature 12 celebs, including Tommy Lee, Mr. T, Carmen Electra and Busta Rhymes.

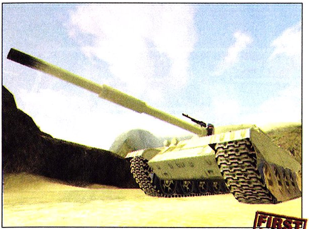


HANDS-ON PREVIEW

Antz Extreme Racing

Empire is quick to point out that **August**'s *Antz Extreme Racing* is not a kart-racer. Rather, it's a kart-*style* racer, with other speed-based activities accompanying the plentiful kart racing included in the game. So, in addition to karting Z and pals through courses rife with huge coins, dwarfing hamburgers and other oversized ambience (because they're *small*...get it?), you also run, ride the backs of insects, fly atop bees and "leafboard." So far, it's mildly amusing...but not much more.





FIRST LOOK

Conflict: Desert Storm

"As the first line of defense, your objective is clear: Protect Freedom." You'll probably need a tissue after that stirring statement from the press release for *Conflict*, but collect yourselves and we'll tell you about the squad-based, stealthy action; the drivable vehicles, like humvees and tanks; and the intrigue and danger of taking on the role of a British SAS or U.S. Delta Force member. Iraq has never been so much fun! Watch for this one in the **fall**, courtesy of **Take 2**.

GUNGRAVE

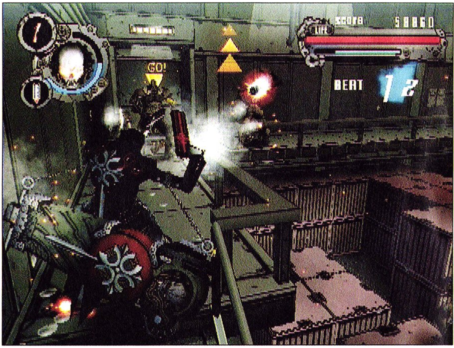
HANDS-ON PREVIEW

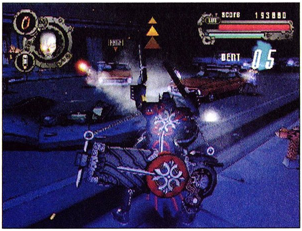
In a word: badass

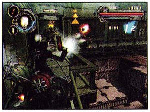
After spending even more time with *Gungrave*, it's occurred to us that last month's preview just wasn't enough attention for **Sega**'s upcoming third-person shooter. Why? Because this is one of the most badass titles we've seen in a while—in virtually every respect.

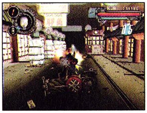
The graphics, for example, are most definitely badass. They're not exactly cel-shaded, but whatever they are, they look absolutely stunning. It feels as if you're actually running through the pages of some dark, demented comic-book world. And the main character, Beyond the Grave, couldn't be more badass. His wild stances, lunatic mid-air antics and special attacks like the "Bullet Dance" not only thrill you as you pull them off, but they're just as mesmerizing to watch. And the gameplay? You guessed it. Badass all the way. It's all about the mindless destruction of wave after wave of enemy. There's no thought or strategy needed here. It's simplistic, all-out action.

Unfortunately, this also has us a bit concerned. The preview version of the game had us wondering if perhaps the gameplay is almost *too* simplistic—that maybe there won't be enough depth to round out this otherwise killer package. We'll just have to wait until **September** to find out.









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PlayStation 2

GRAVITY GAMES

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NINTENDO GAMECUBE

XBOX

RATING PENDING
RP
CONTENT RATED BY ESRB

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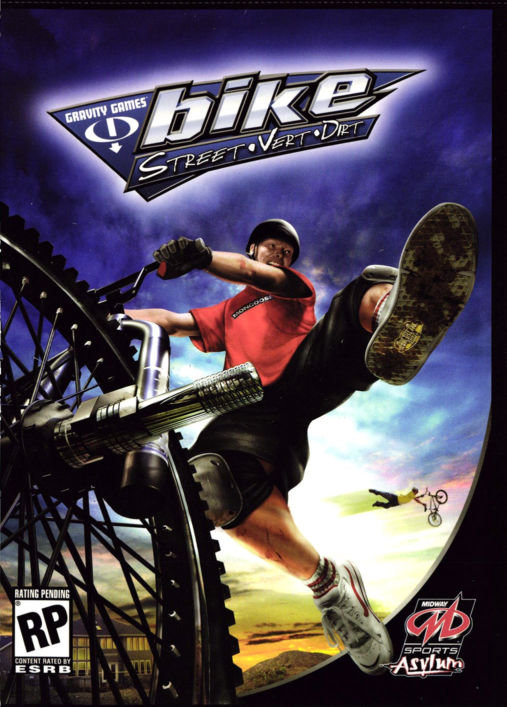
GRAVITY GAMES™
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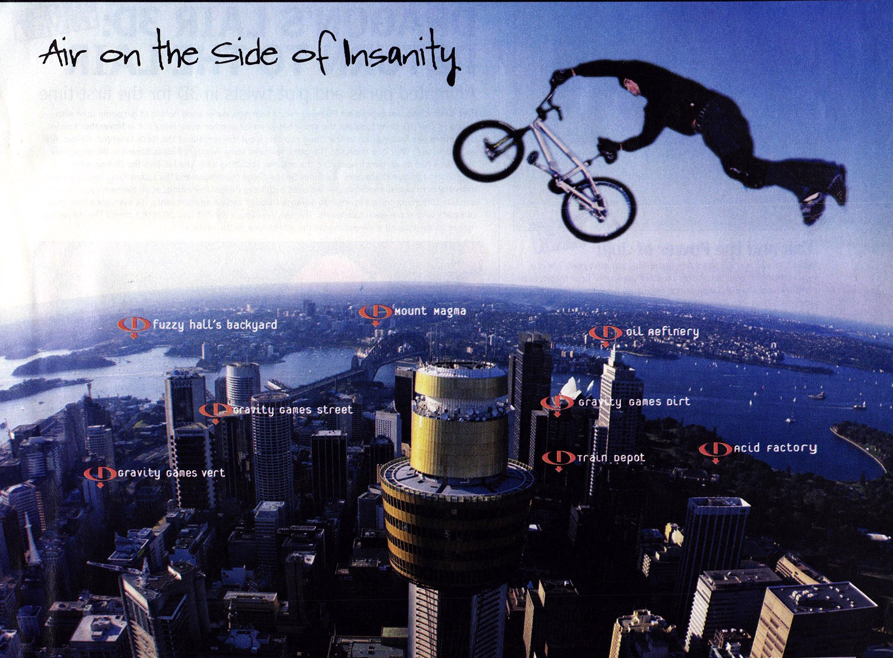
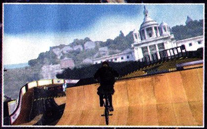
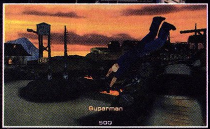
MIDWAY SPORTS Asylum

Air on the Side of Insanity


Mount Magma
fuzzy hall's backyard
oil refinery
gravity games street
gravity games dirt
acid factory
train depot
gravity games vert

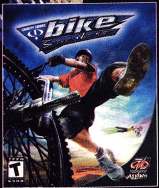


Hammer your way through urban fantasy tracks to the Gravity Games big time in 5 game modes through 10 massive worlds so detailed and realistic you can smell the asphalt.


Superman
500

Master Fuzzy Hall's real backyard course and check out pro rider behind-the-scenes DVD content with harsh wipeouts, awesome moves and in-depth interviews.

21 riders to choose from, including 7 top pros like Dennis McCoy, Fuzzy Hall and Jamie Bestwick, along with a bevy of fantasy street characters.


GRAVITY GAMES bike STREET • VERT • DIRT
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Sneak preview at www.gravitygamesbike.midway.com

PlayStation 2

XBOX

GRAVITY GAMES

TEEN
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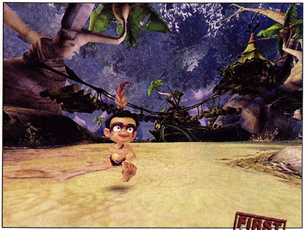
CONTENT RATED BY ESRB

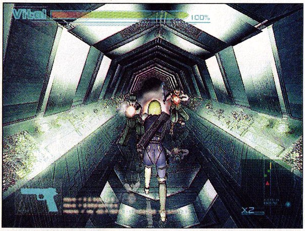
Blood
Mild Lyrics
Mild Violence

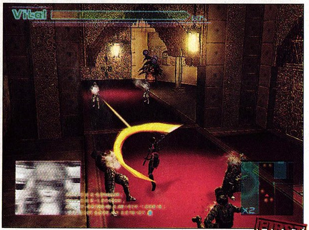


FIRST LOOK

Tak and the Power of Juju

Here's what we know about this game: Due out **next year**, *Tak* is a wacky romp through an ancient land suffused with "juju" magic, starring a klutzy shaman's apprentice who saves his village from a nasty sorcerer. Yawn. Here's what else we know: The first title to come out of **THQ**'s partnership with Nickelodeon, *Tak* will potentially be spun off into other media, like cartoons, movies and toys. It basically turns the whole licensing process around, which we think is kinda neat.





FIRST LOOK

CyGirls

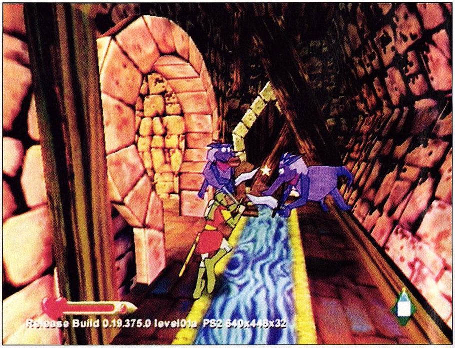
Though we first showed you this game in July when it was still known by its Japanese name *Cool Girl*, **Konami**'s North American plans for the title are a bit different. Slated a **summer 2003** release, the game has a new name, *CyGirls*, which better complements BBI's popular toy line of the same name. Gameplay follows the tried-and-true *Metal Gear Solid* style, which should come as no surprise since it hails from the same Konami studio that brought us Solid Snake's adventure.

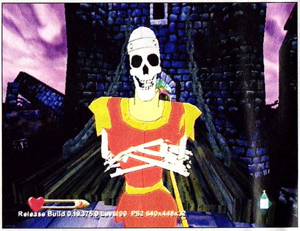
DRAGON'S LAIR 3D: RETURN TO THE LAIR

HANDS-ON PREVIEW

Animated perils and plot twists in 3D for the first time

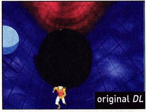
Ever since it was announced for PS2 well over a year ago, we've been itching to get some time with *Dragon's Lair 3D*. Unfortunately, the game has seen yet another delay (expect it in **November** now)—but **Encore** has finally given us the chance to check out this remake of the 1980s laserdisc classic. Are we impressed? Well...we think so. The game features some wonderful ideas behind it. We especially like how it has three-dimensionalized the original, including a cel-shaded Dirk the Daring, who encounters familiar characters like Giddy Goons, Singe the dragon and the Lizard King. Levels varying from platform type to more puzzle-like ones help keep things interesting, as do elements such as the amulets Dirk must collect in order to advance through certain environments. It's even got a cool story, complete with some great plot twists. The only real knock against *Lair 3D* at this point? The framerate makes things look all slow-mo, hence the added time on the release.



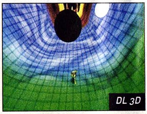


Reviving the Past

Want a direct example of how *Lair 3D* is re-creating classic levels from the original game? To the right, check out how the marbles-in-a-halfpipe level in *3D* compares with the '83 version.



original *DL*



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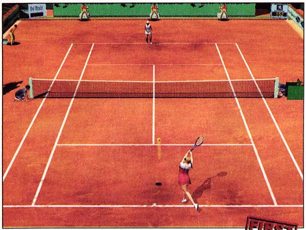
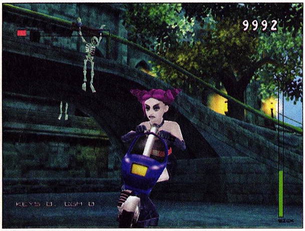
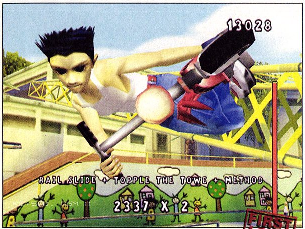


FIRST LOOK

U.S. Open 2002

Just as Sega Sports releases a really fantastic tennis game, new publisher **Strategy First** comes nipping at its heels with *U.S. Open* this **August**. While this one promises authentic tennis (including the licenses for French and U.S. Open courts), we've heard rumblings of unlockable sand and ice courts. Ten pros are on board (though we're not sure who right now), and they can play in mixed doubles. This one has lots of promise. We'll see if they can pull it off.





FIRST LOOK

Whirl Tour

Scooters may be falling out of fashion—but that's only because *Whirl Tour* wasn't released sooner. **Crave**'s artsy action-sports adventure should turn lots of heads this **winter**. You play as Wasa B., a roadie for a band that's been kidnapped. As you find the band's members within the eight highly interactive levels, you'll unlock them as playable characters. Unlock some cool new scooters while you're at it, and be on the lookout for hidden soundtrack songs, too.

NHL HITZ 20-03

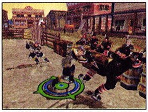
HANDS-ON PREVIEW

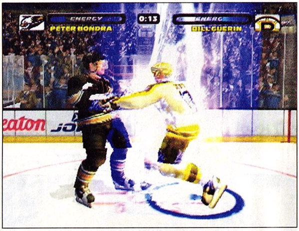
Where *Slapshot* meets your PS2...again

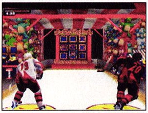
Last year, *Hitz 20-02* gave us more than just a ridiculous hyphen in the title. It offered a brand of hockey that rivaled anything next-gen. Every slapshot was answered with an elbow to the waddle, every goal was followed by a skull-crashing crosscheck straight to the cerebellum—and all of it went off without one graphical stutter. Hockey fans had much reason to rejoice.

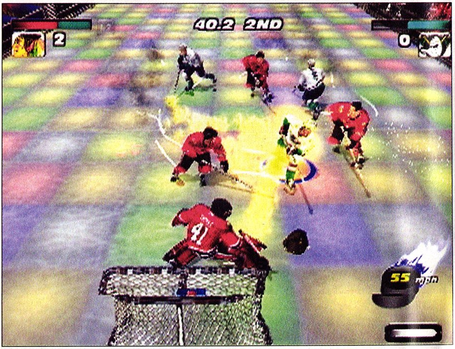
Generally, the second generation of these hit-to-hurt games is where they start to fade into gaming's joyless oblivion. **Midway** is working hard to avoid such a fate, though, which makes the *Hitz* sequel shine so brightly. Though not quite as good as last year's collection, new minigames vary up the action. Our favorite: Tic-Tac-Toe, where two shooters alternate flipping any one of nine tiles from X to O. But there's a twist! Each shooter can block one of the squares, adding strategy. Fun stuff.

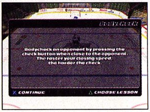
The new *Hitz* is ultimately about choice. You can choose your jersey, you get a wider selection of players on each roster (including two goalies), and when a player gets slugged to the ice, you get to pick who replaces him for the remainder of the game. Plentiful unlockables, slick new rinks and a great Franchise mode round out the package. Midway *Hitz* us this **winter**.











BODYCHECK

Bodycheck an opponent by pressing the check button when close to the opponent. The faster your closing speed, the harder the check.

X CONTINUE △ CHOOSE LESSON

Lessons in Pain

While most of *NHL Hitz* includes bone-breaking knocks and concussion-causing crosschecks, there is a spot for beginners to put on their training wheels and hit the ice. The new Hockey School leads you through every one of the game's moves, from using Turbo to pulling off the nimble-fingered fake-shot pass. Hockey vets might scoff at this training camp, but the PS2 newbies will love it.

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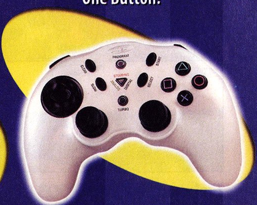
PROGRAM
START
CLEAR
SELECT
STEERING
TURBO

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Volume
AV SELECTOR
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2
3
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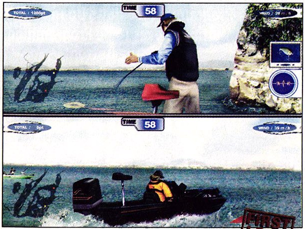
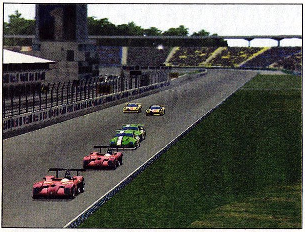
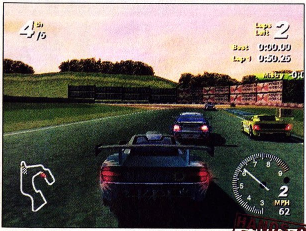


FIRST LOOK

Fisherman's Bait 2003

Be scared. Be very scared. Why? Because **Konami** has crossed into once-taboo territory to offer a Frankenstein-esque gameplay device, "Artificial Fishtelligence." This **October**, anglers can tangle with fish whose "thoughts are displayed on screen so players can watch and learn what works and what does not." Just imagine your horror when a creature with a lima-bean-sized brain laughs its scales off after it outsmarts your dull attempt at reeling it in! Hold us...we're frightened.





HANDS-ON PREVIEW

Total Immersion Racing

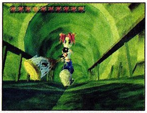
Way back at E3 2000, **Empire** first told us about its upcoming racer called *World Sports Cars*. It's taken some time to head our way, but the newly retitled (for the better...supposedly) *Total Immersion Racing* zooms at us this **September**. Particularly impressive, the game's A.I. not only considers whether you've pissed off a certain driver in one race, but also remembers and then spews fresh spite from the same driver in later races, too. If only it handled a bit better....

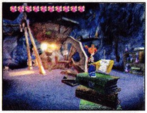
MALICE

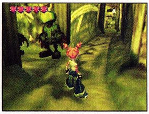
Hey baby, hey baby, hey

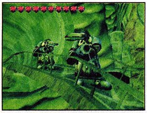
So, what do alterna-rockers and platform games have in common? Quite a lot, actually—at least, they will once *Malice* comes out. Not only does the game feature the music of No Doubt, but lead singer Gwen Stefani also lends her dulcet tones to the voice of the eponymous main character—*and* the rest of the band will contribute voices as well. With so much voice work, it would seem that this platformer is going to have plenty of story.

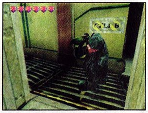
Other than that tasty tidbit, very little has been revealed about this platformer since our last preview, but we thought you'd dig a look at these new screens. Microsoft once touted *Malice* as a game that could be done only on Xbox, but it looks like **Argonaut** and **Sierra** are perfectly happy to prove them wrong—and throw in some PS2-specific content to boot. Try it out this **winter**.

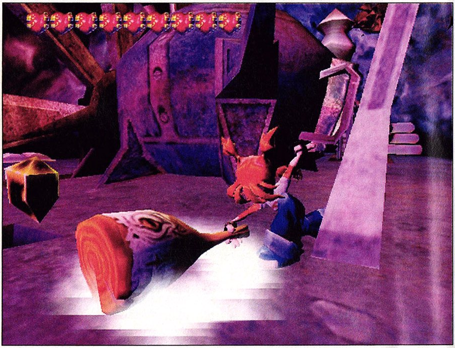


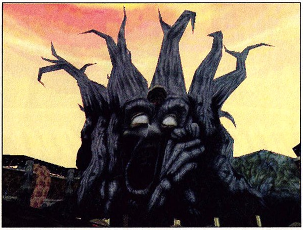


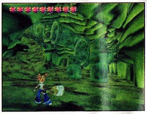


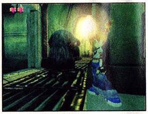


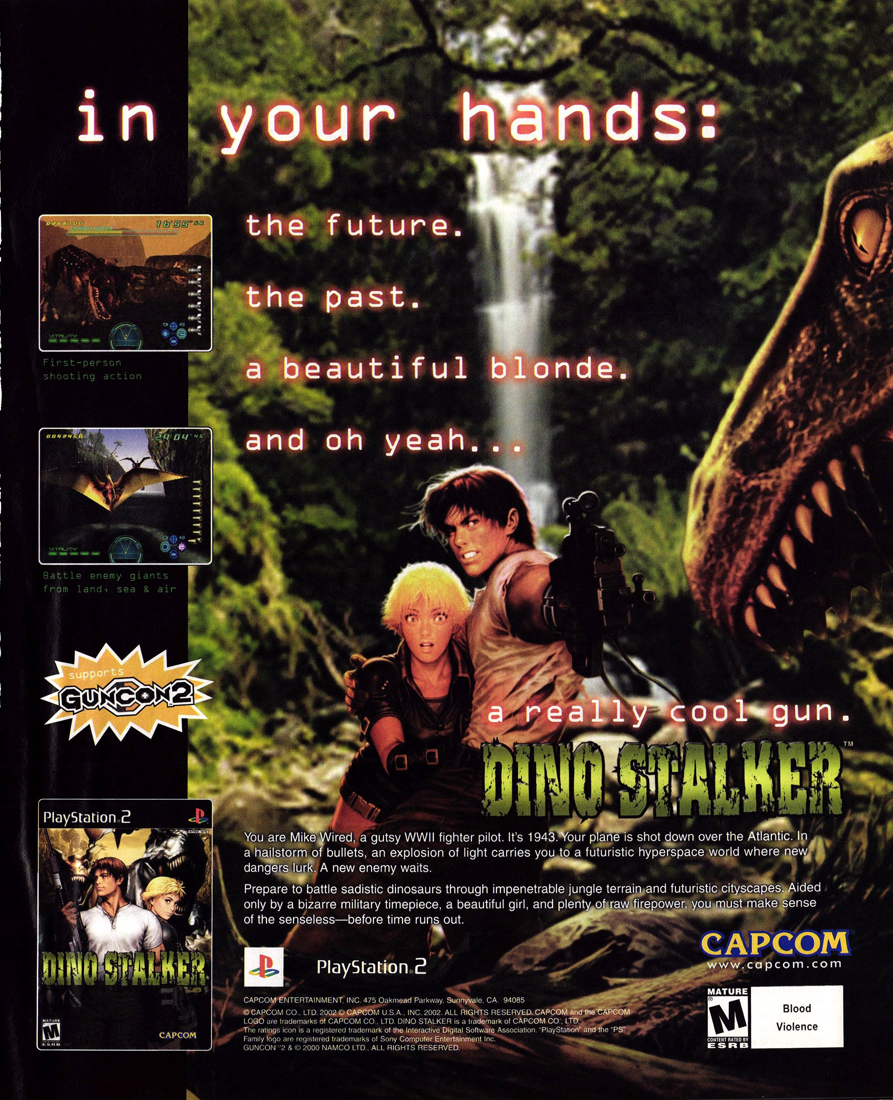








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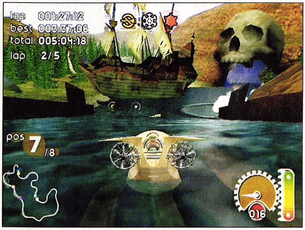
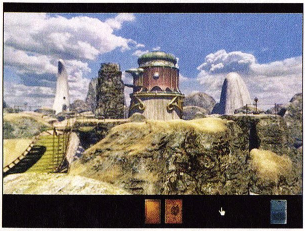
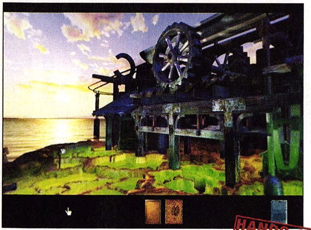


H2Overdrive

We haven't seen *H2Overdrive* in action yet, but word from **Crave** suggests this water-based racer will offer sort of a *Hydro Thunder* meets *Twisted Metal*. In command of one of 10 well-armed, super-fast hydrocraft, you'll traverse 10 tracks, which are set everywhere from rivers and lakes to tropical paradises and sunken worlds. (There's even one course set on Mars!) Several two- to four-player modes might also make this one worth a look this **fall**.





HANDS-ON PREVIEW

Myst III: Exile

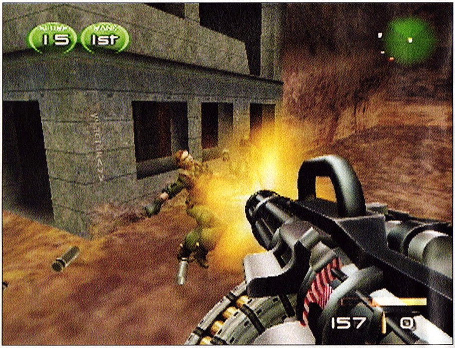
Myst tends to be a love-hate thing with most people. Either you love the mind-bending puzzles and gorgeous visuals or you hate the static environments and nonsensical nature of most of the puzzles. With the one real change in *Exile* being the ability to pan smoothly through a full 360 degrees of static environment, it's not likely to convert many from the "hate" camp. But the deeper story and all-new worlds should please plenty of fans. Look for it in **September** from **Ubi Soft**.

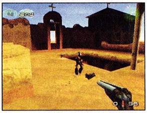
TIMESPLITTERS 2

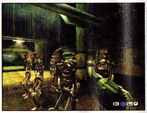
ON THE DISC

Bigger, deeper, faster, more

One of the biggest complaints about the first *TimeSplitters* was that it was too simple. You'd show up in a new time period, blast your way to the back of the level to pick up some artifact or another, then blast your way back to where you started. And that was pretty much it. That's not surprising, considering that according to some reports, **Free Radical** had six months to put the entire game together. But now that they've had plenty of time to flesh out a more sensible story and add some depth to the levels, the extra time really shows. We recently received a playable version of one new level and were a bit surprised to discover some (albeit simplistic) puzzle-style challenges scattered throughout. (For example, one area requires you to take control of a robot in order to open a door your character can't reach.) If the trend continues throughout the rest of the huge levels, you'll likely find all the depth you could hope for in a first-person shooter. And if that isn't enough, the game also throws some intense multiplayer action at you. Now, players can take remote control of mounted sentry guns and even strap into enormous turrets. The action is as fast as ever, and the controls seem as tight as ever. We can't wait till **Eidos** releases the game in **September**.

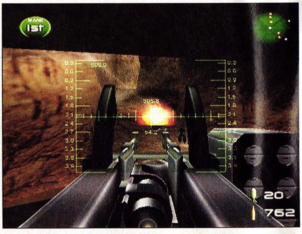






R/C Mayhem

Take control of a remote-controlled turret (above) and you can unleash devastation on your multiplayer opponents from a safe distance. Just watch out for other players sneaking up on the video screen you're stationed at. We're not sure yet if you'll be able to plant items like this in the create-a-map mode that was such a hit with the original, but from what we've heard, the new map maker allows for more detailed items. We can't wait to try it out for ourselves.



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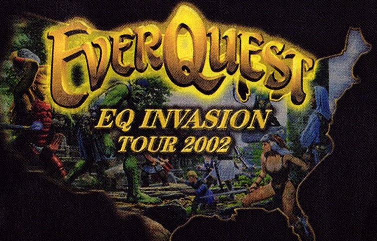

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The tour kicks-off in San Diego, CA on June 21st and ends on/around September 14th in Boston, MA.

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The centerpiece of the 2002 EQ Invasion Tour is a modified v-nose cargo trailer. The EQ trailer is equipped with 13 Sony VAIO computers with Intel® Pentium® 4 processor, 13 Altec Lansing sound systems, and 1 world of Norrath.

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Visit www.eqinvasion.com for event schedules, stories from the road and more.

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San Diego June 21, 26-30
Long Beach June 22-23
San Francisco July 3-7

WASHINGTON
Seattle July 10-14

OREGON
Portland July 16, 19
Hood River July 17-18

ILLINOIS
Chicago July 24-28

OHIO
Cleveland July 31 - August 4

MINNESOTA
Minneapolis August 7-9

PENNSYLVANIA
Philadelphia August 15-18

MARYLAND
Baltimore August 22-25

NEW YORK
New York City/New Jersey
August 28 - September 1

CONNECTICUT
New Haven September 2

MASSACHUSETTS
Boston September 5-7
Cambridge September 8-10
Medford September 12-14

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3rd
665
PROPS
HART ATTACK
485
x100
STAMINA
45 mph

LAP 1/3
00:12.61
2nd
1770
PROPS
STAMINA
57 mph

FIRST LOOK

Evolution Snocross

Stop holding your breath, snowmobile fans! **Konami**'s outrageously unsensational *Evolution Snocross* is ready to tear up the killer bunny slopes with 14 riders and 12 radical sleds. Execute 40 bodacious tricks while trekking through lots of yummy shortcuts. Yeah, sure, we're being falsely enthusiastic, because this game doesn't seem much different than *Sled Storm*. Hopefully, it separates itself by the time of its release this **October**. We have faith it will.

FIRST LOOK

Yu-Gi-Oh! Duelists of the Roses

Just in time to grab onto the last fleeting bits of a fading fad that never really caught on, **Konami** will release its first-ever PS2 *Yu-Gi-Oh* game this **November**. Like its PSone predecessor, *Roses* is a card-battler based on the cartoon and trading-card franchise—but this time we're promised an all-new dueling system, which should be a relief to anyone who played the awful first game. Plus, as a bonus, *Roses* comes packaged with three exclusive trading cards.

DYNASTY TACTICS

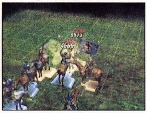
HANDS-ON PREVIEW

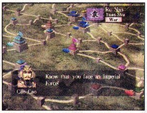
Conquer ancient China in an all-new way

Couldn't get enough of the Three Kingdoms story from *Kessen II*, the *Dynasty Warriors* games or *Romance of the Three Kingdoms VII* (see Reviews)? This **fall**, **Koei** presents yet another genre set in its favorite time period with the release of *Dynasty Tactics*. And you know what? From what we've played, it shows strong potential to be the best of the bunch.

As you might have guessed from the title and the screens, *DT* plays in a similar strategy-intensive manner to games like *Final Fantasy Tactics*. One notable difference, though, lies in *DT*'s unique turn-based gameplay. Instead of each side taking preset turns, an individual unit's morale—regardless of its affiliation—determines its time to move. This translates to a need to contemplate in a very chess-like manner, always thinking two moves ahead (or more than that!) so as to execute the most effective assault. Adding to the mix are limited special attacks that, if well thought out, can combine with surrounding allied units for massive enemy carnage. Meanwhile, time in between battles is spent strategizing in a different way as you spy on enemies, form combat units, send out diplomats, and generally do your best to kick the most ass in ancient China.

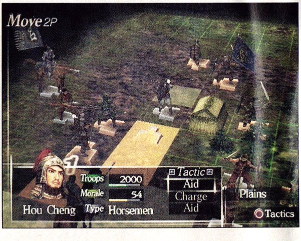
Combo
Charge
II





Two-Player

It's a rarity in tactical strategy games, but it only makes sense: When you want to take a break from conquering China with your favorite kingdom, spend some quality time with a bud in *Dynasty Tactics*' two-player mode. You'll find that it plays much the same as the single-player mode, only without the added strategy required in the overworld map. We had a good time getting a feel for the game this way, as Chris outlasted (yet dominated) Gary in a marathon battle lasting about an hour.



DUAL HEARTS

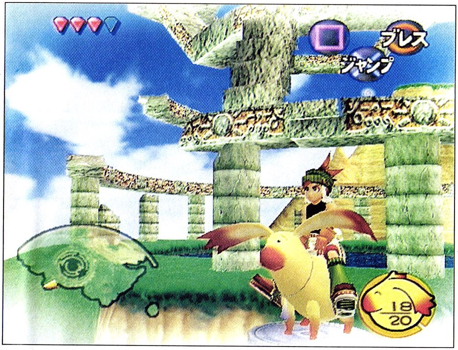
HANDS-ON PREVIEW

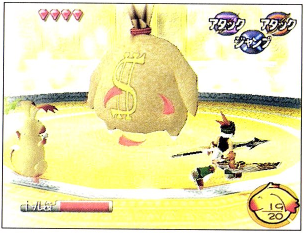
Let's get reaaaadddy to Rumble...and, uh, Tumble, too

Sure, they seem an unlikely pair: He's a seasoned treasure hunter, a go-it-alone kind of guy, intense and stubborn; his partner is a laid-back, fun-lovin', lard-bellied creature from the Dreamworld. But c'mon—when one's named Rumble, the other Tumble, was there ever any doubt that the two would get thrown together in an quirky quest through whimsical and sometimes haunting dreamscapes?

If your teeth already ache from this too-sweet premise, then don't even bother looking at the screens below—it only gets cuter. But if you're the type who enjoys a heaping helping of sugar to take the edge off your action-RPG'ing, then this **September** confection from **Atlus** might prove quite a treat.

At first glance, *Dual Hearts* may look completely by-the-numbers, packed with all the standard action/RPG elements: a full story, scads of swordplay, plenty of puzzles and even a few stats to fiddle with. But thanks to the interaction between Rumble and Tumble, *Dual Hearts* offers a wider-than-usual range of moves, maneuvers and methods for solving puzzles and tackling foes. The clean controls are also commendable. What's more, *Dual Hearts* was developed by **Matrix**, the team behind the beloved *Alundra*—and that alone should get plenty of you hardcore types atwitter with anticipation.





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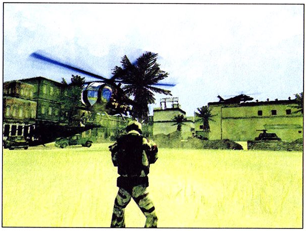
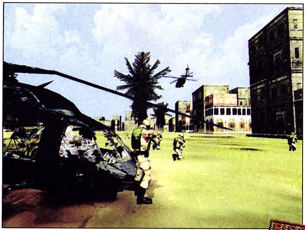
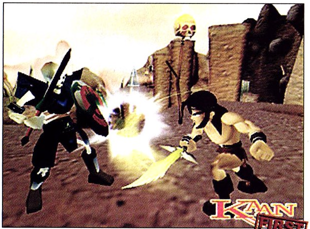




FIRST LOOK

Delta Force: Black Hawk Down

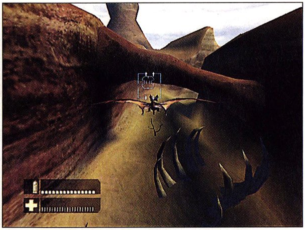
Although **NovaLogic**'s new installment to its *Delta Force* series has nothing to do with Ridley Scott's recent war film, the game is based on the same events that inspired the movie. Set in Somalia in 1993, *Black Hawk Down* brings to life the Operation Restore Hope and Task Force Ranger campaigns. Follow members of the elite Delta Force and U.S. Army Rangers as they participate in daring raids against Somali warlords in Mogadishu. Look for this one next **spring**.

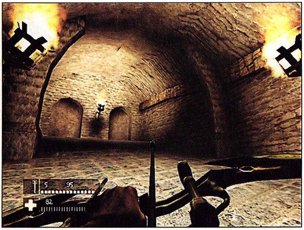


FIRST LOOK

Kaan: Barbarian's Blade

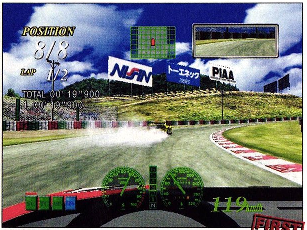
What's this? A tribal Maximo? Or maybe Capcom's hero found those heart-print boxers just a tad too restrictive? Nope, this is a new game from **DreamCatcher**, featuring a remarkable look-alike, complete with sword, shield and deliciously bulging pecs. Not much is known about this **2003** release, but it does seem darker than *Maximo*, with Kaan fueled by a lust for violent revenge after his kingdom is pillaged and his Queen is thrust into despair over the theft of her "orb of hope."





Turok: Evolution

Even those who have never experienced a *Turok* title should have no trouble getting into *Evolution*, **Acclaim**'s first dino-hunting first-person shooter on a console that's not the N64. The reason? *Evolution* takes the series to its roots, letting you assume the guise of Tal'Set, the very first to don the mantle of Turok (previous games featured his descendants). In addition to FPS action, you can also take to the skies in *Panzer Dragoon*-like flight scenes. The Lost Land awaits in **August**.



FIRST LOOK

Ferrari F355

From famed *Virtua Fighter* creator and director Yu Suzuki comes this **fall** racer that aims to make you respect fine Italian machinery as much as he does. It's actually a port of the arcade game of the same name, and features some of the most insanely realistic car physics models out there (some call them *too* realistic). Unfortunately, the only thing missing from this otherwise solid arcade port is a three-TV-set option (come on, **Sega**—*GT3* pulled it off!).

ROBOTECH: BATTLECRY

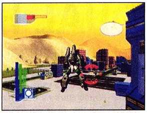
HANDS-ON PREVIEW

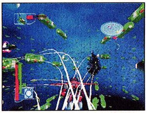
A *good* anime game?

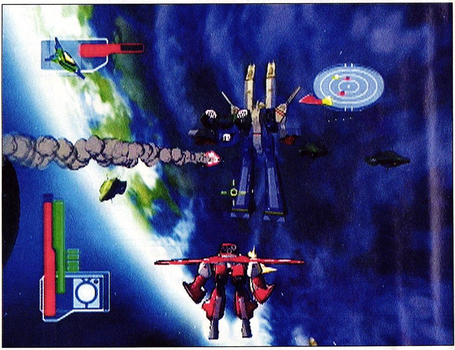
Most Robotech games in the past have been every bit as "good" as the phrase "licensed anime game" implies. Fortunately for fans, based on what we've played so far, **TDK**'s *Battlecry* looks to take the series in a promising new direction.

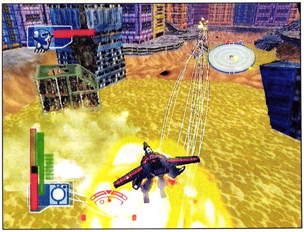
Your Veritech can transform into any of the three forms at the push of a button (Battloid, Plane and Guardian), and you'll need to use each of them as the situation requires. Each form has its own special capabilities: The Battloid is better at attacking ground troops, the Guardian can pick up nearby objects (or people) useful to the task at hand, and the Plane blasts you through at super speeds. You can control the standard Veritechs or outfit them with Sumo or Super armor for that extra punch and increased missile capacity. Of course, the game includes Robotech's trademark missile attacks, which look spectacular.

The scope of the game is amazing so far—there's nothing like facing a massive Zentraedi armada in a space mission while the fully orchestrated arrangements of the classic themes play around you. *Battlecry* is shaping up to be a very special game for anyone who likes a good action title. Play it this **September**.









ROBOTECH
TDK

Special Edition

The *Official Collector's Edition* of *Battlecry* will retail for $80. Besides the game, it includes the soundtrack, a T-shirt, five original art cards, one lenticular motion card, and an individually numbered dogtag. Nice!

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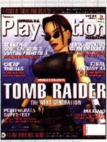

Tomb Raider: TNG

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Star Wars

PS2 Demo Disc playables: Medal of Honor: Frontline, Fatal Frame, Herdy Gerdy, Mad Maestro!, Pirates: The Legend of Black Kat
Video previews: Delta Force Urban Warfare, Scooby-Doo, Stuntmaner's Stone, NBA ShootOut 2002

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PS2 Online

PS2 Demo Disc playables: Mister Mosquito, Aggressive Inline, Knockout Kings 2002, Tiger Woods PGA Tour 2002, Fireblade, Star Wars Jedi Starfighter ***Video previews:*** Mark of Kri, Woody Woodpecker, Gravity Games

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Sly Cooper

PS2 Demo Disc playables: Street Hoops, UFC: Throwdown, Taz: Wanted, Freekstyle, Sled Storm, Stuntman, Britney's Dance Beat
Video previews: Mat Hoffman 2, Dragon's Lair 3D, Kingdom Hearts, Test Drive

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Final Fantasy VII Strategy
Demo Disc playables: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force

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Demo Disc playables: Bushido Blade, Vs., Star Wars: Masters of Teräs Käsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4

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Demo Disc playables: NFL GameDay 98, CART World Series, Frogger

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Alundra Strategy
Demo Disc playables: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer

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Resident Evil 2 Strategy
Demo Disc playables: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE

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Demo Disc playables: Tekken 3, Turbo Prop Racing

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Crash Bandicoot Strategy
Demo Disc playables: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Kagero, Metal Gear Solid, Gran Turismo

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Tomb Raider III Strategy
Demo Disc playables: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu

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Demo Disc playables: Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er

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Demo Disc playables: Tomba! 2, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding

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Demo Disc playables: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4

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Saga Frontier 2 Strategy
Demo Disc playables: Colony Wars: Red Sun, Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rollcage Stage II, Gekido

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Tony Hawk's Pro Skater
Demo Disc playables: Tony Hawk's Pro Skater 2, Legend of Dragoon, MLB 2001, Mr. Driller, Star Trek Invasion

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Demo Disc playables:
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Soul Reaver 2
Demo Disc playables: Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

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Star Wars
Demo Disc playables: Bust-A-Groove 2, RC Revenge, Team Buddies, Sydney 2000, Muppet Monster Adventure, Sno-Cross Championship Racing

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PS2 Revealed
Demo Disc playables: Crash Bash, Incredible Crisis, Jarrett & LaBonte Stock Car Racing, Spyro: Year of the Dragon, UFC, *plus* Metal Gear Solid 2 video!

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Crash Bash
Demo Disc playables: Madden NFL 2001, Star Wars Demolition, MTV Sports Pure Ride, Mat Hoffman's Pro BMX, Disney's The Emperor's New Groove

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Gran Turismo 3
Demo Disc playables: Driver 2, Spider-Man, The Grinch, 102 Dalmations, Army Men Air Attack 2

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Z.O.E.
Demo Disc playables: Spyro: Year of the Dragon, Star Wars Demolition, Crash Bash, Cool Boarders 2001, You Don't Know Jack, Mort the Chicken

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EA Sports Big
Demo Disc playables:
CTR: Crash Team Racing, Hot Shots Golf 2, Grind Session, Disney's Tarzan

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Twisted Metal: Black
Demo Disc playables: Championship Surfer, Power Spike Volleyball, Tigger's Honey Hunt

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MoH: Frontline
Demo Disc playables: Cool Boarders 2001, MediEvil 2, Legend of Dragoon, Emperor's New Groove, Metal Gear Solid, Legacy of Kain, Ape Escape, Tekken 3, Syphon Filter 2

Issue 45 – June 2001 **$10**
Dark Cloud
Demo Disc playables: Grind Session, Hot Shots Golf, Dino Crisis, Klonoa

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Tomb Raider
Demo Disc playables: Tomb Raider II, III & Last Revelation, Alone in the Dark, Gran Turismo 2, Dave Mirra: Maximum Remix, Aladdin in Nasira's Revenge

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Final Fantasy
Demo Disc playables: Final Fantasy VIII *Video previews:* Final Fantasy VII, FFIX, FF Tactics, Klonoa 2, Star Wars: Super Bombad Racing and the *Final Fantasy* movie trailer

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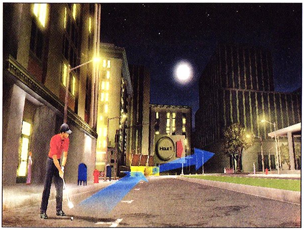
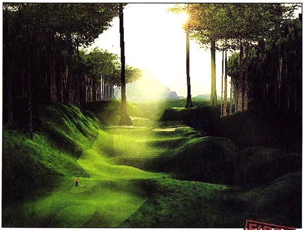
Ico
Demo Disc playables: Mat Hoffman's Pro BMX
Video previews: Disney's Atlantis: The Lost Empire, Okage: Shadow King, Escape from Monkey Island, Drakan II, Legion: The Legend of Excalibur

Issue 49 – October 2001 **$10**
Silent Hill 2
Demo Disc playables: Cool Boarders 2001, Ico, Klonoa 2: Lunatea's Veil, Gauntlet: Dark Legacy, Star Wars: Super Bombad Racing, Portal Runner, Legacy of Kain: Soul Reaver, Spy Hunter

Issue 50 – November 2001 **$10**
Grand Theft Auto III
Demo Disc playables: Spider-Man 2, X-Men: Mutant Academy 2, Barbie Explorer, Crash Bandicoot: WARPED, Spyro: Year of the Dragon, Twisted Metal 2, Syphon Filter 2, Tekken 3 *Video previews:* Dragon Warrior VII, Syphon Filter 3

Issue 51 – December 2001 **$10**
Metal Gear Solid 2
Demo Disc playables: NBA Street, Kinetica, Extermination, Gallop Racer 2001 *Video previews:* Jak and Daxter: The Precursor Legacy, Ico, GameDay 2002, Kinetica

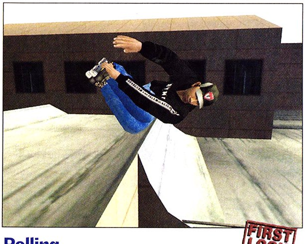




Tiger Woods PGA Tour 2003

FIRST LOOK

Tiger Woods 2002 versus *Hot Shots 3* was the Coke-versus-Pepsi debate of last year. Now, **EA Sports** ups the ante with a few new game modes. Most interesting is Street Golf, which seems like a cross between golf and pool, requiring you to work the angles. The other big addition is the SkillZone, a collection of minigames in which you earn points to build up your golfer. With 14 courses (six are real-life) and 17 PGA golfers, *Tiger* makes **winter** sound like a good time to golf.



Rolling

FIRST LOOK

Tony Hawk's Pro Skater is to video game skateboarding as *Aggressive Inline* is to video game Rollerblading. See how that works? While **Majesco**'s *Rolling* might be an adequate skater (what we played at E3 was pretty, but tough to control), it's following in the footsteps of Acclaim's acclaimed Rollerblader that most people won't ever play. Cesar Mora, Fabiola da Silva and Jon Julio star in this **winter** release—perfect timing for a potentially chilly reception from consumers.

TEKKEN 4

HANDS-ON PREVIEW

It's about time

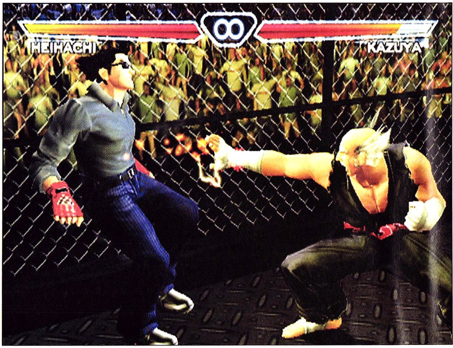
How long have we been previewing this game now? It seems like forever! **Namco** has taken its sweet time in getting *Tekken 4* out, and it's been a painful wait. It surely didn't help that the arcade game has been staring us in the face since early this year, and that lucky Japanese gamers got the game in March. So what's been the holdup for the U.S. of A? Simple: Namco of America didn't want to put the game out at the same time as *Virtua Fighter 4*. Why? Well, we could speculate that it was perhaps worried about the game being compared with *VF4*...but no, we wouldn't do that.

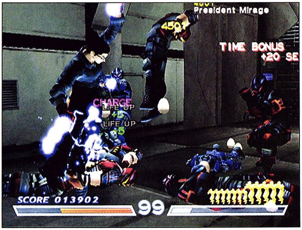
Either way, *Tekken 4* finally hits this **September**, and we're not sure about you, but we're still really excited about it. We've been playing through a nearly complete U.S. version and have totally gotten back into the *Tekken* swing of things. It plays...well, just like *Tekken*. But there have been a few changes made, such as the introduction of obstacles within arenas (these change the dynamic of the gameplay a bunch, as you can corner people), enclosed arenas and 3D sidestepping.

When you factor in that the game has 19 characters (some new), the upgraded Force minigame, and great PS2 graphics, we're pretty sure that at least the hardcore fans will be pleased.

CREDIT 0
39
XIAOYU

INSERT COIN
YOU WIN





Use the Force

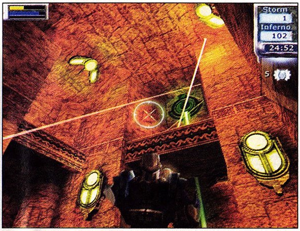
One of the cooler diversions of *Tekken 4* is its updated version of *Tekken 3*'s Tekken Force minigame, which allows you to use any of the characters you've acquired to play through a beat-'em-up, similar in style to games like *The Bouncer*. Here you'll square off against an assortment of grunts and bosses in a race against time. You can even collect health bonuses in the form of (you guessed it) chickens or eggs. The gameplay is a little quirky, but it's just a minigame after all.

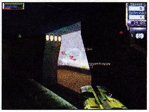
TRIBES: AERIAL ASSAULT

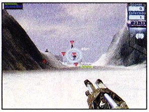
HANDS-ON PREVIEW

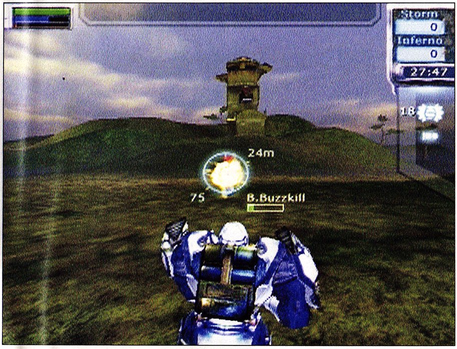
Aim high

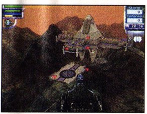
"We make the stadium and the ball; what people do with it is up to them." That's how Alex Rodberg, brand manager for *Tribes* at **Sierra**, describes the *laissez-faire* customizability of *Aerial Assault*, the franchise's first showing on consoles. With that in mind, you get five different types of games (Deathmatch, Team Deathmatch, Capture the Flag, Capture and Hold—a territory-based game—and Hunters, in which every kill is rewarded with a flag that gets traded in for points). You also get a satisfying variety of options for each game, from major issues like time limit and team size to more precise options such as A.I. level and the amount of damage friendly fire inflicts on your teammates. Plus, let's not forget the substantial arsenal: eight primary weapons (from chaingun to missile launcher), four types of grenades, and five deployable packs that allow you to set up anything from satchel charges to remote turrets. Get ready to blow up your friends in **October**.





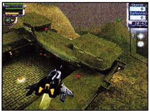


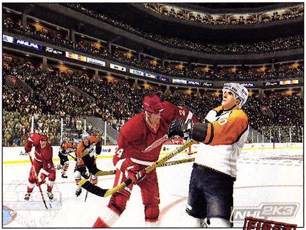




Hey, nice ride!

***Tribes: Aerial Assault* features a small but powerful stable of vehicles: the Bomber (left), the Fighter (right), a zippy—but defenseless—Grav Cycle and a lumbering five-man Transport.**

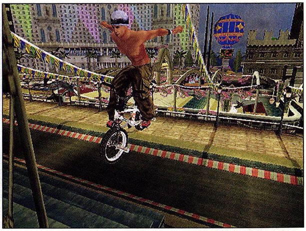


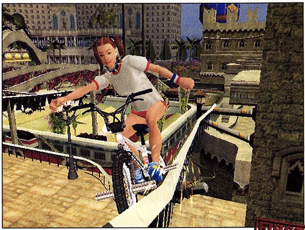


FIRST LOOK

NHL 2K3

This is the hockey game you've been wanting for years. Trust us. If you're addicted to EA Sports' *NHL* drug, **Sega Sports'** *NHL 2K3* is the outpatient program. It's true to real-life hockey in that you'll have to scrap for the puck and a lot of the play happens along the boards. Sound boring? It's not. When you earn a shot in this one, you really regret missing the net (just like in real hockey). Plus, there's still plenty of open-ice play, so this **fall** you best keep your head up.

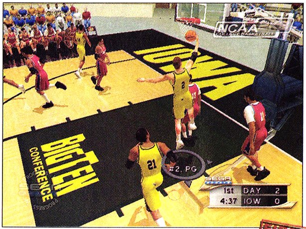




FIRST LOOK

Dave Mirra BMX XXX

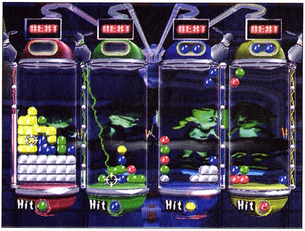
You think *Grand Theft Auto III* was gratuitous? At least its aggressive gore was in context. With *Mirra XXX*, where strippers and dog poo are throw-ins to a successful, impressive franchise, we can't help but wonder: Why? Of course, we know: debauchery sells. But we're miffed by **Acclaim**'s decision to risk one of its best assets. Couldn't it have chosen to bolster a weak franchise with sex and raunch? Guess not. We'll see how it plays soon, as *XXX* undresses this **fall**.

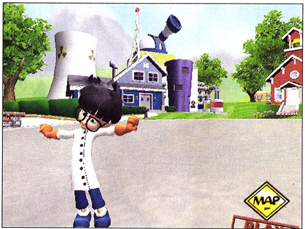


NCAA College Basketball 2K3

FIRST LOOK

If you're a college hoops fan, who are you going to trust? The underachievers at EA Sports who have delivered three bad college b-ball games in a row, or the basketball kings at **Sega Sports** who put *NBA 2K2* in your PS2? While *NCAA 2K3* isn't as polished as **Visual Concepts'** pro game, it's lightyears beyond the competition. The Franchise mode should be super-sweet, as you recruit high schoolers so when your diaper dandy goes pro, you'll have a replacement. Tip off this **fall**.





My Street

PLAY ONLINE

While some of you will plug in that Network Adapter, hop online and start fragging away in *SOCOM*, mashing it up in *Twisted Metal* or grooving to *Frequency*, others might be seeking more gentle fare. Enter *My Street*, a light collection of eight minigames—including marbles, volleyball, dodgeball and RC racing—due out this **winter** from **Sony CEA**. Yeah, it's really for the kids, but this is the kind of silly stuff that might even get a few adults whoopin' and hollerin'.

KINGDOM HEARTS

HANDS-ON PREVIEW

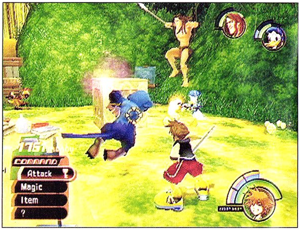
The wonderful world of Disney (and Square)

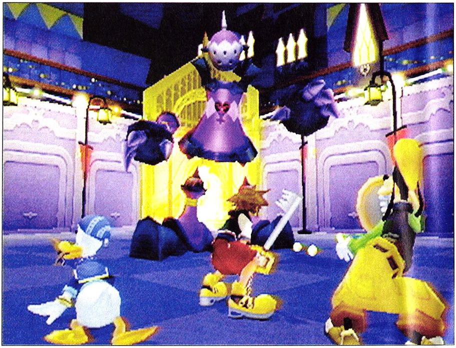
Seeing screens in our mag or watching a video on our demo disc is one thing. Importing the Japanese game is another. But actually playing *Kingdom Hearts* in English (which we've been doing nonstop for the past month!) reveals so much more about this Disney/**Square** collaboration. First, the obvious updates: the writing and the voice-acting. As main character Sora, Haley Joel Osment leads an all-star cast that adds something sorely missing from most games: a refreshingly natural manner of speaking that breathes life and reality into the characters. The writing, as well, is sharp and conversational.

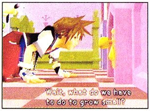
The gameplay, though, is what really counts—and *Kingdom Hearts* is equally as strong here, showing potential to stand among the best action/RPGs out there. Sure, the camera is still a bit problematic (make that "*way* problematic" when it comes to the later bosses). But the zippy real-time combat is a total blast—and it works just as well for both newbies who might be prone to button-mashing or RPG vets looking to plumb the remarkable depths of a wide range of options and abilities. Combine that with the sheer joy of stumbling over a swarm of Final Fantasy cameos and scrabbling through all those Disney worlds, and you've got the keys to a magic kingdom that you'll be entering in **late September**.

What's this Heartless doing here?

Attack
Magic
Item
Showtime







Wait, what do we have to do to grow small?

Inside the Magic Kingdom

Wondering how Square and Disney first came together on this project? Or what exactly the Heartless are, and why they move the way they do? Maybe you just want some more background on the game's story, or some incredible footage of *Kingdom Hearts* in action. Then don't miss the behind-the-scenes feature from PlayStation Underground on this month's demo disc!

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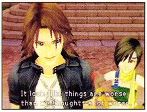
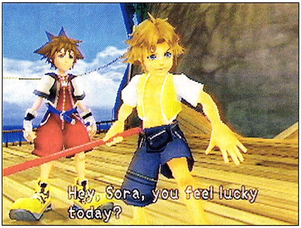
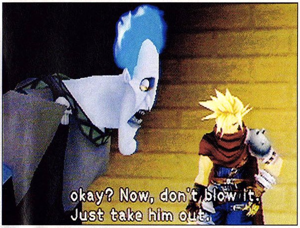
COMMAND
Attack
Magic
Item
Charge Up

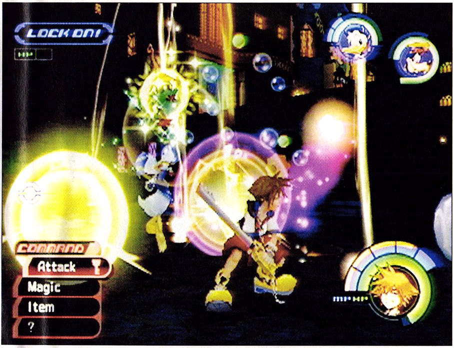

It looks like things are worse than we thought—a lot worse.


Hey, Sora, you feel lucky today?


okay? Now, don't blow it. Just take him out.

Sephiroth!

You already knew about Cloud. You were also looking forward to seeing Wakka, Tidus, Yuffie, Cid, Squall and Selphie. Heck, even the thought of running into a Moogle got you giddy. Well, here's some more good news for Final Fantasy fans: New to the U.S. version of *Kingdom Hearts* is an appearance by none other than Sephiroth! Everyone's fave *FFVII* baddie joins two other new bosses for you to battle. Plus, Square threw in an "expert" mode for all you hardcore types looking for a challenge.


LOCK ON!
COMMAND
Attack
Magic
Item
?

LOCK ON!
COMMAND
Attack
Magic
Item

You've gotten mighty good at bouncin', Sora

LOCK ON!
COMMAND
Attack
Magic
Item

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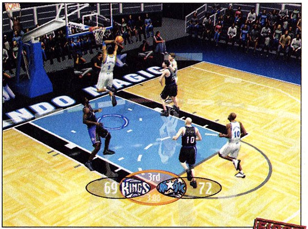
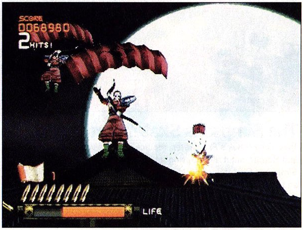
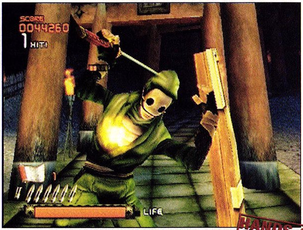

ORLANDO MAGIC
69
KINGS
3rd
72

FIRST LOOK

NBA Starting Five

Since the ESPN license has been shipped to Sega Sports, **Konami** has rethought its basketball franchise for this **fall**, starting with a new name. We were only privy to a video at E3, and our info is limited at this time. So far we only know that the "virtual General Managers and player agents interact in a realistic manner to re-create the challenges of running a real-life team." Hmm, so adults act like pissy children while being paid millions? We like realism.

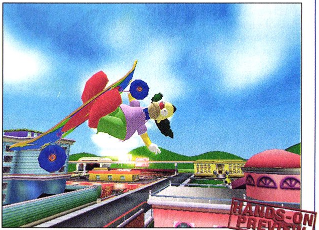

SCORE
0068980
2 HITS!
LIFE


SCORE
0044260
1 HIT!
LIFE

HANDS-ON PREVIEW

Ninja Assault

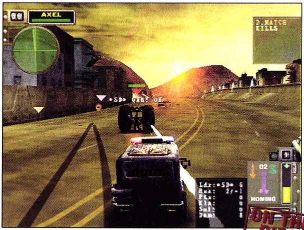
When you think ninjas, odds are you think of one thing: firepower! OK... maybe not. However, in **Namco**'s newest light-gun game (one compatible *only* with the Guncon2), you and a bud can team up as such gun-wielding heroes on a quest against evil. To make *Assault* more than just a port of the 2000 arcade game, this **September** release also includes Story, Mission and Training modes. What we've played of *Assault* serves its purpose—but it's not exactly a *Time Crisis II*.



HANDS-ON PREVIEW

The Simpsons Skateboarding

Take *Tony Hawk's Pro Skater*, replace its stars with the likes of Bart and Homer, set it all in Springfield, and you've got the gist of *The Simpsons Skateboarding*. Nine Matt Groening creations grind, ollie and kickflip through well-known locales like Krusty Lu Studios and Springfield Gorge, with original dialogue helping to liven things up. **EA** tells us that **Code Monkeys** is hard at work right now on control refinement (which, frankly, it needs) in time for **September**.



ON THE DISC

Twisted Metal: Black Online

Planning on picking up a Network Adapter this **August** to get online with your PS2? If so, you can look forward to getting this game free. Free?! That's right. All you'll need to do is send in a card and **Sony** will send you a copy of *Twisted Metal: Black Online*. Essentially the version of *Black* you know and love but this time allowing you to play against your buddy in Albuquerque, *Online* pits up to eight broadband players against each other or two players via dial-up.

.HACK//INFECTION

Try to remember, it's only a game

.hack//INFECTION (pronounced "dot-hack"), the upcoming "massively multiplayer online RPG sim" from **Bandai**, has its ups and downs: specifically, its mile-high concept and its deep, deep gameplay. As a user of The World, a 2007-era massively multiplayer online RPG, your character Kite discovers on his first outing that a virus is infecting the game. With your best friend comatose in "real life" due to the bug, only you can save him by solving the mystery of the infection.

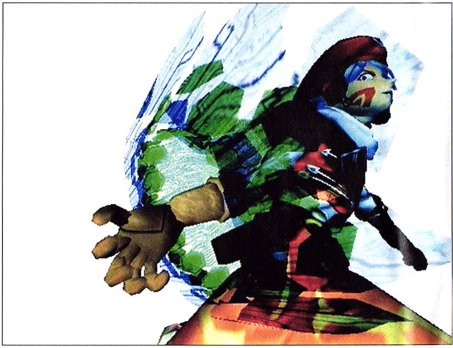
Though *.hack* is an offline game, it closely mimics real MMORPGs. Upon logging in, you start at the capital town of your chosen server. From there, you can shop or go through the Chaos Gate into a battlefield. A combination of keywords generates these fields; the words determine variables such as field type, weather conditions, enemy level, items found and more.

You won't have to go in alone. Some characters you meet give you their member address; once you have it, you can invite them into your party. Other members are controlled by A.I., but they can hold their own in battle, and a wealth of formations and commands keep your party a functioning unit.

.hack is slated for release this **October**. No Internet adapters or extra fees necessary.

THE WORLD
LOG IN
BOARD
QUIT
Access The World
© CyberConnect Co.,LTD.2007
ver 2.01

BlackRose
Oh I get it now. You are a newbie, aren't you? I might've guessed. Well are you or not?



The *.hack* Experience

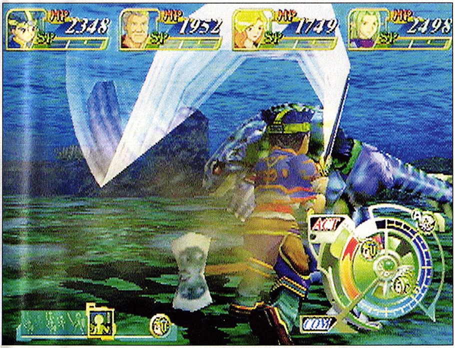
All four planned volumes of *.hack* will come with an animation disc complementing the storyline, but since Bandai is so committed to the project, it plans to release the TV show on DVD, as well. Called *.hack//SIGN*, the series explains the story behind the creation of The World and the events leading up to the game. Now all we need for the complete experience is the manga and radio drama...

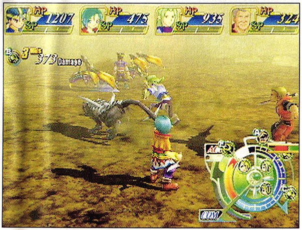
GRANDIA XTREME

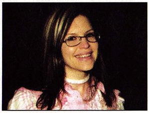
HANDS-ON PREVIEW

Finally, a true PS2 Grandia game!

It's a simple fact that no one—not even hardcore loyalists for those "other" systems—can argue against: The PlayStation boxes have always been the consoles of choice for RPG lovers. But for *Grandia* fans, it's been a different story. First came the problematic Saturn port of *Grandia* for PSone. A few years later, we suffered through a completely botched Dreamcast port of *Grandia II* for PS2 (yet it still scored a solid 3.5 discs—a testament to the quality of the underlying game). Now, though, we're finally getting what we've longed for: a *Grandia* game built from the start for PS2. And it makes all the difference in the world. With no more slowdown, no more glitches and no more framerate woes, *Grandia Xtreme* has a chance to shine as brightly as it deserves to when **Enix** releases it this **September**. If you're new to the franchise, though, don't expect another *Final Fantasy*; *Grandia Xtreme* is short on cinematic experiences but long on great gameplay and a fun, edgy story. The battle system, always the star of the series, has been revamped to allow for even more customization, and the dungeons continue to impress with their scope and design. It's been a long time coming, but *Grandia Xtreme* might just be worth the wait.

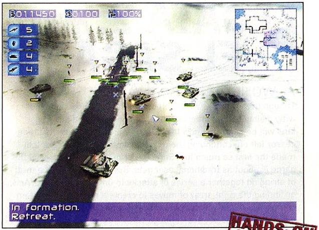






Xtreme Voices

Enix has signed on some serious voice talent for *Grandia Xtreme*, including Mark Hamill (Luke Skywalker—duh!); Dean Cain (Superman in TV's *Lois & Clark*); and superhot indie-nerd-rocker Lisa Loeb. Tasty!

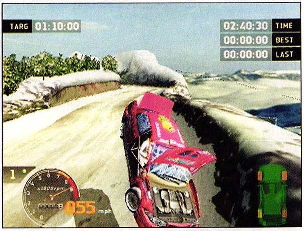


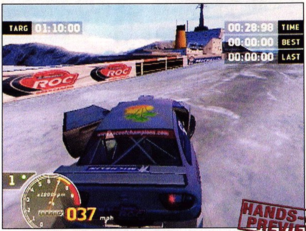
In formation.
Retreat.

HANDS-ON PREVIEW

Conflict Zone

For those of you who found *Army Men RTS* a little too "lite" for your tastes, here's something you should really be able to sink your teeth into. This real-time strategy from **Ubi Soft** appears to have quite a satisfying amount of depth. Not only can you modify the behavior of your troops, the game also includes a host of unit-selection and camera-selection shortcuts that should make it a snap to switch between different groups of units. *Zone* should be on store shelves right...**now**.





HANDS-ON PREVIEW

Rally Fusion: Race of Champions

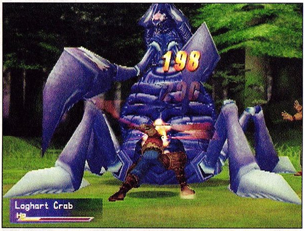
When were you last yelled at? We mean *really* berated and put in your place? For us, it was when we crashed up our car in *Rally Fusion*, and the smarmy gal sitting shotgun cussed us out ("You'll break the f—ing car!" she cried, unbleeped). But don't let her attitude turn you away. In fact, let it motivate you to give *Fusion* a shot. This **Activision** release, due in **September**, shines with many different racing modes and great graphics—plus, some *killer* damage!

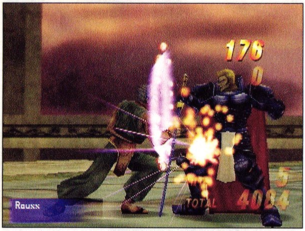
LEGAIA 2: DUEL SAGA

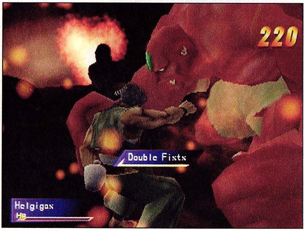
HANDS-ON PREVIEW

A work of Tactical Arts

Though the first *Legaia* was celebrated for its strong story and witty dialogue, the battle system is what really stood out. Eager fans will be happy to know that *Legaia 2* picks up where its predecessor left off, continuing the unique, combo-based attacks that made the first so much fun. Sure, the graphics are dated—and the game is about as traditional as it gets. But nothing beats the thrill of stringing together a series of attacks to unveil a new Hyper Arts, or finding the right array of moves to create a devastating custom combo. We're still not sure how **Fresh Games'** translation will turn out, but we'll find out soon enough when it releases in **September**.







TONY HAWK'S PRO SKATER 4

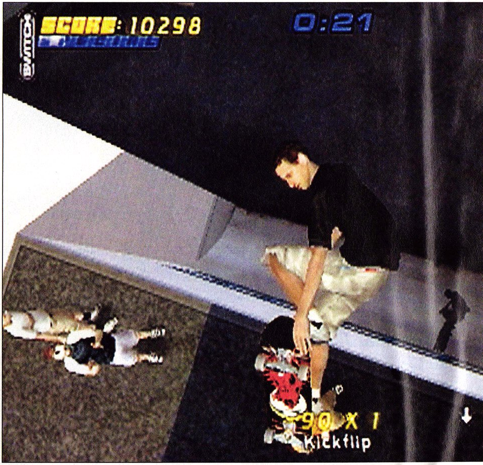
HANDS-ON PREVIEW

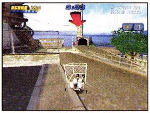
Your exclusive first look at two new levels

We've discovered a sort of pattern with the *Tony Hawk* series. The first game was solid, but limited. The second game was groundbreaking and brilliant. The third game was solid, but limited. And the fourth, due out in **October**? After a risky commando mission, we successfully penetrated the **Activision** office and commandeered a copy of *Hawk 4*. We've been playing it nonstop, and it's exactly as we hoped: groundbreaking and brilliant. **Neversoft** has another masterpiece on its hands.

The old system has been refreshingly evacuated, so forget the two-minute time limit—that's only there if you want it. In the same vein as Acclaim's recent surprise, *Aggressive Inline*, you remain in a free skate mode as you cruise around accepting challenges from bystanders. Each level features 21 challenges, but none of them feel forced since you have to search them out. Nor do most of them feel common. While rehashes of old goals appear, *Hawk 4* presents them in a new way. You still spell S-K-A-T-E, for example, but the letters don't appear until the task is assigned—only *then* does a two-minute time limit challenge you to grab each letter. If you fail, they disappear until you restart that challenge. Meanwhile, you'll now find competitions within the levels you're playing, each round lasting 30 seconds instead of a full minute.

As much as we love the old stuff, it's the new tasks that keep things fresh. A few examples from the College and Alcatraz levels (exclusive to *OPM*!): **1. Skitch the professor's car.** Hold on tight while the prof wheels you around the city at high speeds. If you last, you win. **2. Get back at the five frat boys.** Knock over kegs to repay those Sigma Turds who dumped your friend in a trash can. **3. Stop all the pink elephants.** Ollie the Bum is seeing things, so you have to collect the elephants before time runs out. **4. Get C-O-M-B-O letters.** Like spelling S-K-A-T-E, only you have to get them all in the same combo. Fun stuff? You bet.





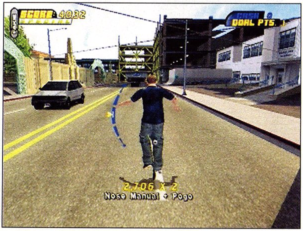
Jackass

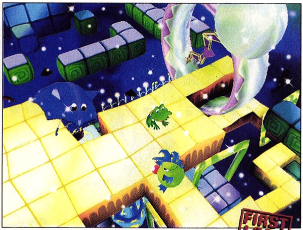
See that screenshot to the left? That's a young man going downhill in a shopping cart. Seems ridiculous, doesn't it? Seems out of bounds for a skateboarding video game, right? While it's tough to argue with the high level of ridiculousness, it's not out of bounds at all. This new version of *Hawk* seems highly influenced by MTV's *Jackass*. Which promises even greater surprises than a cart race.

SCORE: 0
GOAL PTS. 0
401 X 1
BS 50-50

all the tricks
they yell out!
+ Kickflip
+ Nosegrab
+ Kickflip
+ Heelflip
Pop Shove-It

SCORE: 268
SPECIAL
0:08
30
206 X 1
BS 50-50

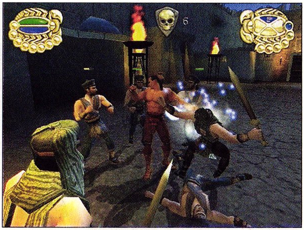

SCORE: 4032
SPECIAL
GOAL PTS. 1
2,706 X 2
Nose Manual + Pogo

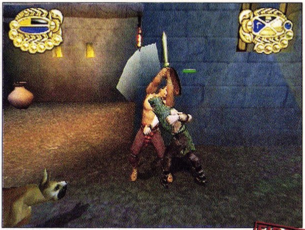


FIRST LOOK

Frogger Realms

OK, amphibian fans. Let's take a moment to totally forget *Frogger: The Great Quest.* We all know it sucked, and we're guessing **Konami** does too—which is why *Frogger Realms* removes our web-footed hero from Mario wannabe status and brings him back to his roots. For the most part, the game plays like the arcade classic, only with PS2 panache set across eight diverse worlds. To vary things up a bit, *Realms* also includes minigames and a four-player mode. Hop to it this **November**.

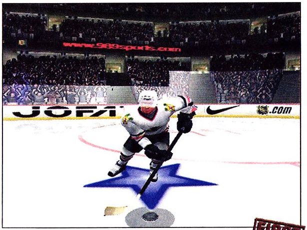




FIRST LOOK

The Scorpion King: Rise of the Akkadian

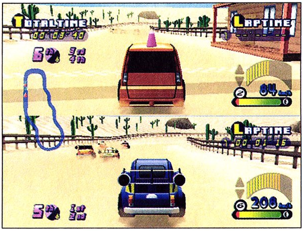
Can you believe that *The Scorpion King* holds the highest-grossing opening weekend for April ever? Its popularity should help **Universal** sell a few copies this **fall**, especially with the added appeal of a genuine Rock voiceover to this side story. Basically, you let bad guys know what you're cookin' as Mathayus. Punch, kick and swing lots of weapons through 12 environments like the Isle of Crete and the Netherworld.

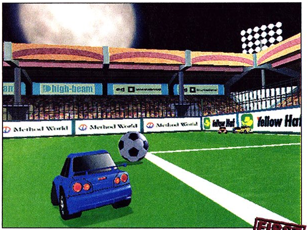


FIRST LOOK

NHL FaceOff 2003

Say what you want about *FaceOff 2001*'s graphical indiscretions, but nothing beat its gameplay. It was fast, exciting and before you knew it, you'd really be clinching your controller trying to get one more goal. While EA Sports' *NHL* franchise on the PS2 seems too worried about slick animations, *FaceOff* is concerned with mimicking Canada's national pastime with lots of speed, shots and big saves. With **989 Sports** making a comeback, expect this title to set the tone this **fall**.





FIRST LOOK

Road Trip

Similar to last year's *Gadget Racers* (it's from the same line of *Choro-Q* games in Japan), this **August** release from **Conspiracy** features a decidedly lighthearted style. But don't think for a second that it lacks depth. In fact, *Road Trip* could almost be described as a racing RPG. In addition to racing, you're required to accomplish such tasks as persuading a coffee shop owner for sponsorship, getting upgrades, or even competing in minigames like car soccer or golf.

TRUE CRIME

HANDS-ON PREVIEW

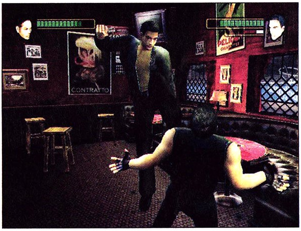
Ain't no party like a West Coast party

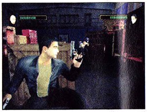
Los Angeles. Home to beautiful weather, beautiful beaches, beautiful women—and its fair share of ugliness and crime. But considering it's a city based almost entirely on image, it's surprising to see that the city of L.A. has no problem with representation in **Activision**'s new *Grand Theft Auto*-inspired *True Crime*. Where Rockstar failed in the past (it tried to get the go-ahead from both New York and Miami for the *GTA* games, leaving us with Liberty City and Vice City instead), Activision has gotten the blessing of the City of Angels—an approval being put to very good use. Similar to how *The Getaway* grants you practically the entire city of London as your playspace, *True Crime* realistically models entire areas of Los Angeles. From downtown to West Hollywood, from Beverly Hills to the valley, all of the major spots are covered—and getting to each location is as easy as hopping on the 101 freeway.

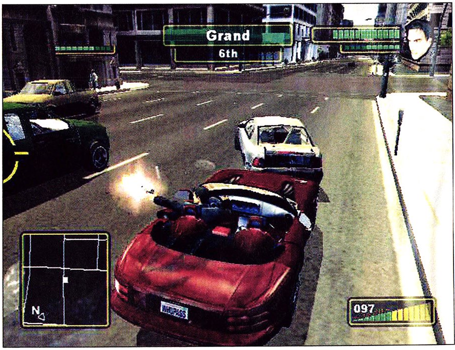
So is this really a *GTA* ripoff? Not so, according to producer Bryan Bustamante, who says a lot of things set this game apart. "One of the most important features is the way the mission designs are set up," he comments. "In other games, if you don't complete a mission, you have to play that same one over and over until you beat it in order to continue through the game. However, *True Crime*'s unique branching system will allow the player to continue no matter what." The game also prides itself on a rather cool combat system. "You can duck behind walls and boxes for shelter, target multiple enemies at one time, punch and kick an enemy—pretty much what you see in all the cool action movies," he says.

We tried some of the double-gun shooting and it indeed is cool—very John Woo-esque. The hand-to-hand combat is also quite fun, with lots of martial arts moves coming into play, and most everything—from bottles to chairs, coffee tables to pool tables—can be used and destroyed during fights.

So yeah, based on what we've seen so far, it looks like there's enough here to attract some of the *GTA* fans, even considering that it'll be released this **winter**—after *GTA: Vice City*. Either way, Bustamante doesn't seem worried: "It never hurts to be compared to the most popular game of the year."





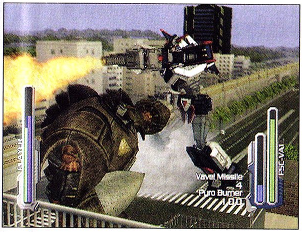


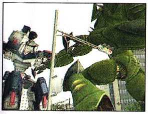
ROBOT ALCHEMIC DRIVE

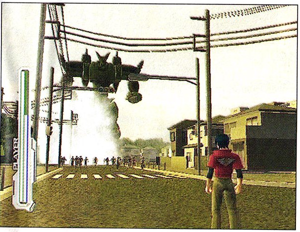
HANDS-ON PREVIEW

Your own remote-control robot

You know how the typical mech game is: Sit in the cockpit controlling a metallic monstrosity, blasting away at any other steel behemoths in your path. In many ways, **Enix**'s *Robot Alchemic Drive* features the same basic premise—but with a really cool twist. You see, instead of sitting within the huge robot at your command, you command yours from outside of its body via remote control. When you're not controlling the actions of the game's main character, you're operating the robot, with each button on the Dual Shock representing a different part (feet, arms, weapons, etc.). Because you see from the perspective of your character, you have the added challenge of positioning him so that you get a good view of the action—at times buildings block your sight as your big buddy gets pounded. The one level we played features an amusing *Godzilla*-like presentation, as the huge robotic terrors battled on city streets. Of all the robot games out there, *RAD* looks to be the type that even those quick to dismiss them might dig this **November**.



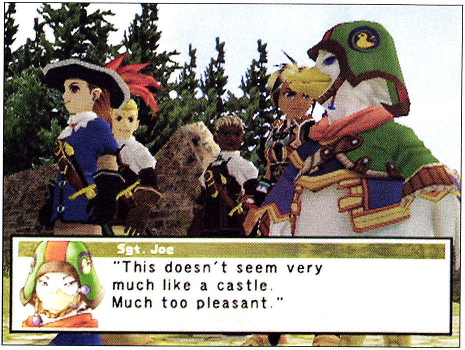




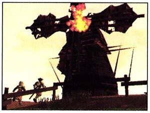
SUIKODEN III

More of the same—and more

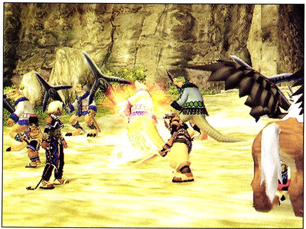
Those of you sensible enough to have played the first two *Suikoden* games already have a pretty good idea of what to expect from *Suikoden III*: Build your own base and fill it with up to 108 different characters. Engage in one-on-one and large-scale battles. You can even import your saved game from *Suikoden II* (no word yet on what exactly this will do). "We want to make sure fans who have been part of the world already will look at this product and realize that it's an extension of the brand," says producer Yoshitaka Muraymа, "and enjoy it for what it is." But don't think that nothing has changed: The game features the "Trinity Sight System," in which players progress through the story in short segments, viewing events through the eyes of three different characters. Let's hope this works better than *SaGa Frontier* did. **Konami** releases this one in **November**.



Sgt. Joe
"This doesn't seem very much like a castle. Much too pleasant."



"Good morning, Lady Chris."



Buddy Battle

If you played the previous *Suikodens*, you'll remember the combo-attack system in which you'd gradually discover which of your 108 possible characters combine to create much more powerful attacks. *Suikoden III* employs a similar system, but it also includes combos and bonuses based on which position the character fills in your party arrangement—front-right, back-center, etc. The game also offers several more ways in which to upgrade each of the characters.

UNIVERSAL INTERACTIVE
Fear consumes you.
MATURE
M
CONTENT RATED BY ESRB
BLOOD and GORE
VIOLENCE
PlayStation 2
XBOX
KONAMI
PC CD ROM
COMPUTER ARTWORKS
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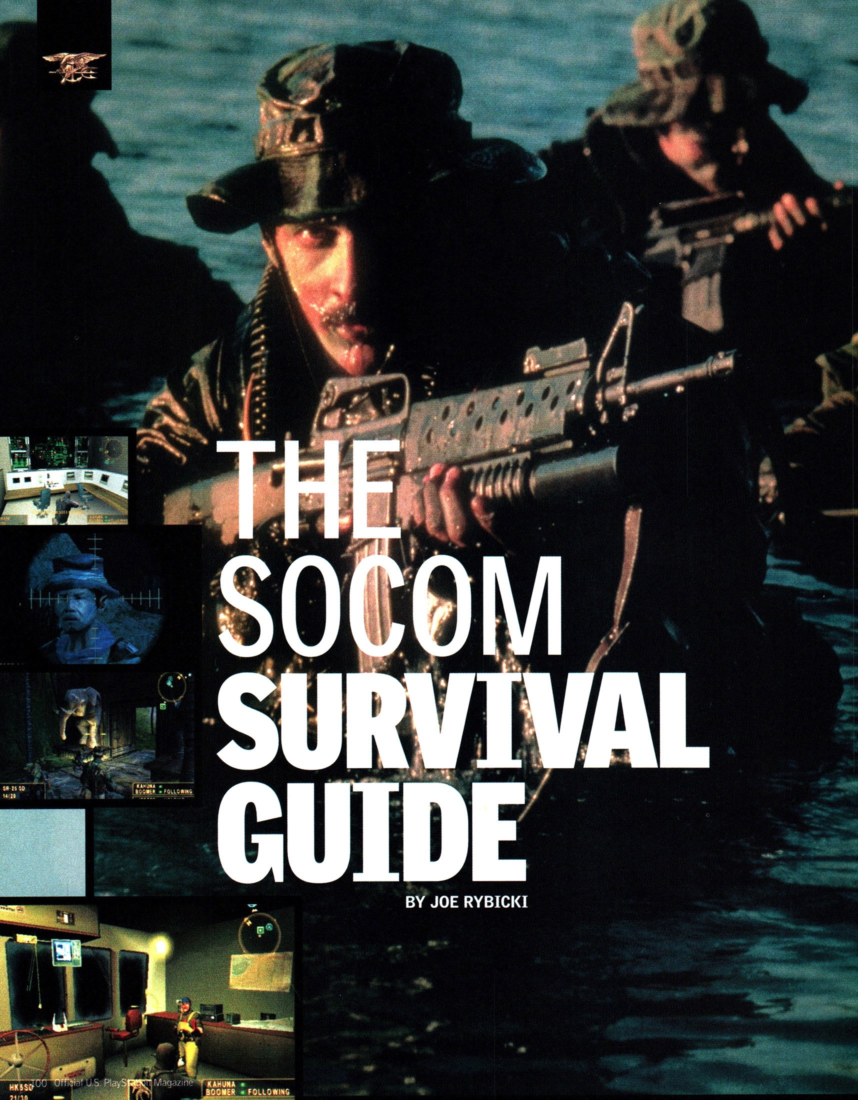

SR-25 SD
14/20
KAHUNA
BOOMER FOLLOWING
HK5SD
21/30
KAHUNA
BOOMER FOLLOWING

THE SOCOM SURVIVAL GUIDE

BY JOE RYBICKI

So you think you have what it takes to be a SEAL, do you? Well, listen up, cadet: You may have put in your time on *Quake III*, or *Unreal Tournament*, or *Half-Life*. You may have mown down guards by the dozens in *Red Faction* or stormed the beach in *Frontline*. You may think you know what combat is like. You may think you know the rules, the weapons, the controls. But we've got news for you, cadet.

You don't know diddly.

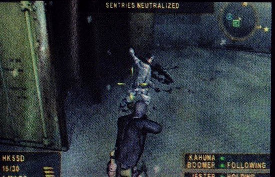
Because *SOCOM: U.S. Navy SEALs* isn't about run-and-gun. It's not about racking up frags and camping at spawn points and grabbing health power-ups. These aren't space marines or aliens or Nazis you're shooting at; you're fighting living, breathing, *thinking* human beings. And while the combat isn't actually life-threatening, that doesn't make it any less *real*. Those are real voices coming through that headset. And those are real people dodging your spray of bullets. Because *SOCOM* is the first beachhead in Sony's online initiative, throwing broadband-enabled gamers into a 16-player hell on earth that will test your wits, your reflexes and your tactical sense. We've logged dozens of hours in this deadly arena, and we've come back to tell you about it. Within the next ten pages you'll find everything you need to know to stay alive—or at least stay productive—through your first foray into the online world.

Of course, *SOCOM* isn't *only* about online play. There's a solid, extensive single-player campaign that's as immersive as it is different from its online stepbrother. So we also take a look at the SEAL influence on the game, the tactics necessary to survive the single-player mode, and the overwhelming importance of teamwork even in the one-player game.

Still think you've got what it takes? Fine. Get your ass online and prove it. We'll be waiting.

HKSSD
12/30
KAHUNA
BOOMER FOLLOWING

9mm Pistol
KAHUNA
BOOMER



UNCONVENTIONAL WARFARE

SEAL OF APPROVAL

The history of the Navy SEALs (so named for their Sea, Air and Land expertise) began in World War II, with Navy Combat Demolition Units. The NCDUs' job was to insert in advance of beach assaults and disable the enemy's defenses. In the Korean War, NCDUs became Underwater Demolition Teams, focusing primarily on sea targets. But it wasn't until 1962 that the SEALs were born. Taking elements of the NCDU and UDT groups, the Navy created a new group, whose focus was "unconventional warfare." Stealth, speed and economy are the trademarks of the SEALs. They are respected and feared worldwide, shrouded in an air of mystique. Working in compact groups, they arrive at their targets swiftly, often emerging silently from the water. In most cases, the target isn't aware of their presence until it's too late. And that's just how the SEALs like it.

"One of the reasons we selected the SEALs is that they're the most elite of the special forces," says Jim Bosler, President and CEO of *SOCOM* developer Zipper Interactive. "Their selection, their depth of training—they do all the missions of the other special forces, plus some. They're also, as individuals, less specialized than the other special forces, so if a guy goes down, another can handle the explosives, the sniping, or whatever the need might be."

In other words, the SEALs are the baddest badasses of the entire U.S. military's special forces, a group already known for their badassedness. If you go up against a SEAL, well, you're probably going to lose. And up until now, part of that reputation came from the level of mystery surrounding the organization. So it's somewhat surprising that when Zipper approached the Navy with the idea for SOCOM, the Navy embraced the idea readily.

"This is the first time that any special forces group has ever been associated with a game developer, to our knowledge," says Bosler. "We've been able to work closely with the SEALs for technical advice, and also in terms of what it means to be a SEAL. We've had the support of the admiral on down: We used SEALs in the motion-capture sessions. We brought in SEAL reservists for the face scans, so the teams in the game are actual SEALs. We went out to their base and recorded weapon firing sounds. There is a high level of mutual respect. It was critical to both the SEALs and us that we do right by each other. They made their resources available to us, and we've been trying to portray them accurately in the game."

Well, yeah. Wouldn't *you* go out of your way not to piss off the most notorious soldiers in the country? Thought so. Of course, it's not just about respecting the relationship or not putting themselves on the receiving end of a stupendous beat-down; Zipper wants to give you the chance to step into the shoes of a SEAL yourself. And to do that, they had to instill a level of realism seldom before seen.

"We wanted to be as authentic as possible," Bosler tells us, "to deliver a sense of what it means to be a SEAL: in spirit, in tactics and in weaponry. We want it to be easy to get into the game, but we still want a challenging learning curve, where you're really learning about being a SEAL, about appropriate tactics—what will work, what won't."

"We also chose realistic areas of operation for the game," Bosler continues, "but at the same time we avoided some of the current hotbeds of conflict. We avoided Afghanistan (instead we have Turkmenistan); we avoided Cuba; we've basically tried to avoid areas that would either date the game or that have been done to death. Plus, we didn't want to be political; it's a game, not a statement. These are all places where the SEALs have been or would be—in addition to Turkmenistan we have the Congo, Alaska, and Thailand—and these are all types of operations SEALs would do."

"But we've tried to balance realism with gameplay," he admits. "If you did a game that was really true to SEALs, you'd be out in total pitch-black environments, or in a storm, and they'd be moving so slowly—it wouldn't be much fun. So in the game you'll find daytime missions that SEALs would never want to go on. Because in terms of gameplay, it's a little more fun to be able to see what you're doing."

Pincushion
M4A1 SD
0/30
KAHUNA
BOOMER FOLLO
JESTER
SPECTRE FOLLO

M4A1 SD
30/30
2 MAGS
KAHUNA
BOOMER FOLLOWI
JESTER HOLDIN
SPECTRE HOLDIN

HKSSD
17/30
4 MAGS
KAHUNA
BOOMER FOLLOWI
JESTER FOLLOWI
SPECTRE FOLLOWI

HKSSD
20/30
BOOMER ENGAGING
JESTER ENGAGING

SURVIVAL AND SUPPRESSION

Photo: Corbis

STAYING ALIVE IN THE ONLINE WORLD

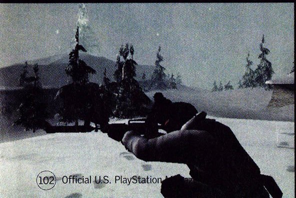
When you enter the online arena for the first time, you'll need to keep one thing in mind: *You are going to die.* You are going to die early, and you are going to die often. Accept it. Make peace with the idea. It doesn't make you any less of a man. Remember that some people will have been playing longer than you. (Even if you buy the game the day it comes out, there will be some players who have played early betas of the game—like us.) And remember that some people will simply be better at this kind of game.

However, the situation is not entirely hopeless. For one thing, we've found that just about everyone learns *very* quickly. The key is to become familiar with each level; the better you know the level the quicker you'll be able to hunt down the enemy. You'll find hideouts and snipe points and ambush areas, and soon you'll be fragging like a pro.

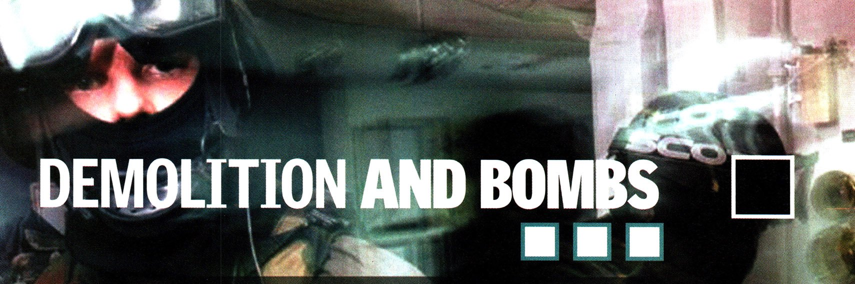
For another thing, you have our help. We went to *SOCOM*'s testers for some general strategies and advice, and they were more than happy to help us (and you) out. And we've also logged plenty of online hours ourselves. So we've compiled this list of basic survival tactics for all missions—but most especially for the "Suppression" missions (which tend to be called "Deathmatch" in the civilian arena), where the only goal is to wipe out the opposition. Read on for your first lesson in online excellence.

- **Use the environment to your advantage.** Use foliage, trees, water and buildings to provide cover and give a better view of the area of operations. Remember, the same rules that hold for the single-player missions apply online; if you're prone, unmoving, in a patch of grass, the enemy isn't likely to see you.
- **Don't hang out in the open.** Snipers can get a fix on you in about two seconds, and that's all they need to send you home in a box. Move quickly, and keep near walls and other cover.
- **Look behind you.** Don't just run straight ahead without taking the occasional look around; otherwise an enemy can sneak up and cap you at point-blank range.
- **Change the paths that you use.** Don't travel the same route twice, or else your opponents will start to anticipate your moves and leave some nasty surprises for you. Mix it up.
- **Try all the weapons** and find which one suits your playing style. The M4A1 SD (SEALs) and 552 (Terrorists) are good all-around choices to start with, but don't be afraid to try something new.
- **Go cautiously through the pinch points** (tunnels, narrow passes, etc.); someone may be waiting for you on the other side. Use smoke grenades to conceal your movement.
- **Hit the deck.** Crouching or lying down can have a big effect on the accuracy of your weapons, some more than others. If your weapon kicks hard, you'll have better luck lying down.
- **Ease off the trigger.** Auto-fire is not always a good thing. The longer you fire your weapon on auto the less accurate it becomes. It should mainly be used for cover fire.
- **Toss out some grenades** if you get pinned down—any kind of grenades. They'll help get you out of those tight situations.
- **Smoke grenades: They're not just for cover anymore!** They also make for a great diversion; try lobbing one into an open area to lure your enemies out of hiding.
- ***Constantly* communicate with your teammates!** Set up ambushes, clear out areas, change strategies, and call for help as much as possible!

If you read nothing else in this feature, take this section to heart. These basics will keep you alive, and they will keep you winning. But if you want some more specific hints, read on, young soldier. Read on.



DEMOLITION AND BOMBS



FIRE IN THE HOLE!

SOCOM's "Demolition" mode is sort of an anti-Capture the Flag. The two teams are ranged on opposite sides of the arena; a bomb sits in the middle. Your job is to pick up the bomb, carry it to your opponents' base, plant it there, then defend the position for 30 seconds so the opposing team can't come in and defuse the bomb. It's not as easy as it sounds, though: It takes five seconds to plant the bomb, and five seconds to defuse it, so the player who's working on the bomb needs to remain virtually defenseless for a period of time (and believe us, five seconds is a *long* time when you're in the middle of a hail of gunfire). If the bomb goes off, the team who planted it wins. If it's defused, the team who defused it wins.

552
30/30
5 MAGS
DEMOLITION
04:58 3m

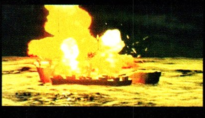
Now, listen closely: Making a break for the bomb right off the bat is not going to work for very long. Why not? Because if you're playing against more than two other people you're likely to meet up with one of your enemies guarding their own base, for one thing. And because if everyone breaks for the bomb it leaves your own base defenseless. And because we're about to tell you how to put a stop to your *opponents* when *they* make a break for the bomb, of course—try these on for size:

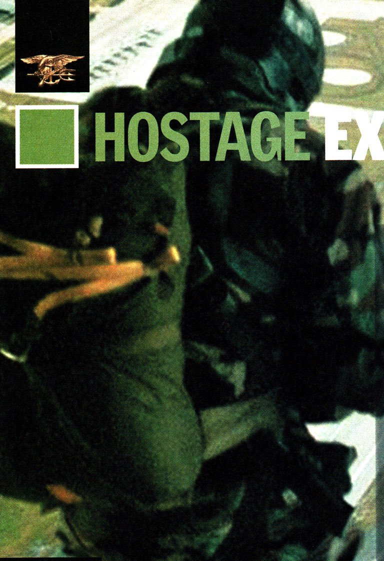
EthanGameNOW
F90
49/50

- **Death from above:** Position yourself near the bomb (it's usually in some sort of small shelter), and lob frag and concussion grenades into the structure. Vary the time between tosses and you'll be more likely to catch an enemy at *just* the right time.
- **Death from afar:** Take your sniper rifle, find a high spot a safe distance away, train your scope six feet or so above the bomb and wait for an opponent to offer himself up for the slaughter.
- **Death in hiding:** Hide yourself near your own base. Hide yourself well. Wait for the enemy to attempt to plant the bomb. Bombard him with grenades or machine-gun fire. And here's a level-specific extra: On the desert-based Night Stalker level, the bases are inside tents—and, you know, canvas doesn't exactly stop bullets all that well. Hide *behind* the tent, wait for an opponent to come near, and let fly in full-auto mode *through* the tent. Surprise! Here's another tactic: The tents each have a little lamp in them. Shoot the lamp and the tent gets dark enough that you can hide on the floor at the back of the tent and simply wait.
- **Death in waiting:** Claymores. Get to know them. These remote-detonated mines can kill instantly; used correctly, they can be the most devastating weapon in your arsenal. The ideal tactic: Place one in an inconspicuous spot near your own base, fade back to a safe distance, wait for your opponent to pick up the bomb and attempt to plant it in your own base, and...blammo. Alternate tactic: Race to the bomb, but instead of picking it up, drop a claymore. Watch your opponents mistake it for the bomb and laugh, laugh, laugh, as you prove how right they are.

DEMOLITION SUCCESSFUL
552
30/30

When you get down to it, though, these are all more or less gimmicks; they're not exactly one-trick ponies, but they can only be used so often before the enemy starts catching on. So it's best to develop a solid fundamental strategy to augment the fancy tactics. As with most modes, the more players on your team, the easier it is to develop a solid strategy. In Demolition, your best bet is to split up into two teams, offense and defense. The offensive team goes for the bomb, taking turns covering each other in leapfrog fashion. The defensive team remains at or near the base, covering the entrances to the base and each other. See page 108 for more on teamwork.





M60E3
38/100

HOSTAGE EXTRACTION

SEARCH AND RESCUE

"Extraction" is the most complex multiplayer mode in *SOCOM*. Starting from two distinctly different areas, the SEALs and the Terrorists have two distinctly different goals. The Terrorists have in their custody three civilian hostages, and it's the SEALs' job to enter the Terrorist base, retrieve the hostages, and escort them to an extraction point within six minutes. The Terrorists must prevent this from happening.

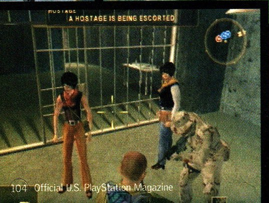
Now, you Terrorists are probably thinking, "Why, I'll just cap the hostages; that'll stall those American dogs in a hurry!" Not so fast, Cappy: You kill the hostages, you lose. (That goes for you trigger-happy SEALs, too.) But the penalty is different depending on which team you're on. If Terrorists kill a hostage, that kill is credited as a rescue for the SEALs. But if the SEALs kill a hostage, they lose a minute off their mission time. (And obviously, if they kill all three it's impossible for them to win; they lose by default.) Either way, it's a stiff penalty, so watch your fire.

Much like Demolition, there are a few "gimmicks" that you can use sparingly—but because of the nature of this mode these really only work for Terrorists, since the SEALs don't have the option of waiting for the Terrorists to make a move.

- **Hidden and dangerous:** Position yourself in a shadowy spot near the hostages; wait for the SEALs to arrive. Make sure you don't hit any hostages in the resultant gunfire. Alternately, wait for the SEALs to infiltrate your base, then dash to the extraction point. Try both tactics at once for extra fun.
- **Cloaked in mystery:** If you're left guarding the hostages alone and the SEALs are getting close, drop a smoke grenade in the middle of the hostages and back off a bit. The SEALs won't be able to see the hostages well enough to instruct them to follow. Open fire while they're trying to sort themselves out. Alternately, use a flashbang grenade. This will cause anyone in a close radius to go "blind"—their screens go completely white for a few seconds—but does no physical damage. A perfect time to place a few surgical shots. Just make sure you're not close enough to get caught in the blast.

More generally (and more reliably), you can force the SEALs to change their tactics. From the testers: "Gain control of the hostages yourself and guide them to new locations, a different one every round. This forces the SEALs to play hide-and-seek. Stay in teams of two if you have a hostage: one guide, one spotter."

SEALs can't really use gimmicks here, so stick with some basic, sound strategy. The testers say, "Split into two teams: one strike team, one extraction team. The strike team should cause as much havoc as possible—throw smoke grenades, use cover fire, anything to draw attention to yourselves. The extraction team has to be quick and efficient to get to the hostages. Once there, have only one of the extraction team control the hostages, the others providing cover. Once the hostages are secure, radio to the strike team to fall back to the extraction point to provide cover."



Press the R2 button to select weapons for the next round
M63A

OBJECTIVE COMPLETED:
BUILDING B CLEAR
HK5SD
KAHUNA
BOOMER FOLLOWING
JESTER FOLLOWING
KAHUNA
SR-25 SD
KAHUNA
BOOMER

WEAPONS

Photo: Corbis

SUIT UP

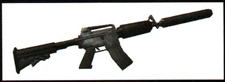
While online, you won't have access to each and every weapon found in the single-player missions; but there are enough choices to make things confusing, especially when you're dead and trying to select your weapons for the next round without benefit of the handy chart you see in the initial weapon-select screen. So we took the liberty of picking our favorites from each category: three carbines, one sniper rifle and two pistols for both the SEALs and the Terrorists. When in doubt, pick one of these.

But don't let us stop you from experimenting. For your first few games, you're probably going to want to give every available weapon a try (and don't neglect the grenades and other explosives, which are detailed elsewhere in this feature). Generally speaking, the numbering system relates to caliber; the higher the number, the bigger and louder the gun, in most cases. Also, the designation "SD" means it's equipped with a silencer. (Only the SEALs have silenced weapons. But only the Terrorists have the FAMAS. We'd say it comes out fairly even.)

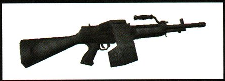
KAHUNA
BOOMER • FOLLOWING
JESTER • FOLLOWING

KAHUNA
BOOMER • FOLLOWING
JESTER • FOLLOWING

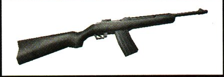
SEALs



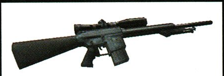
M4A1 SD: The SEALs' best all-around weapon. This zippy little number has solid accuracy and range and a viciously quick fire rate—plus a silencer. Your enemies won't know what hit 'em. Literally.



M63A: The quickest, easiest way to clear a room. While it's only so-so in accuracy (and it's louder than the voice of God), the hefty magazine and quick fire rate will keep you smilin' while the enemy reloads.



M14: A good all-around backup to the M4A1 SD, the M14 scores higher in accuracy and range, but lower in fire rate. It also comes without benefit of a silencer, so it'll give your position away in a hurry.

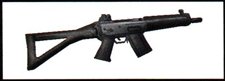


SR-25: Some may prefer this sniper rifle's silenced cousin, but we think the advantage in accuracy and range make it worth the risk of detection, especially since your enemy will be too far away to strike back.

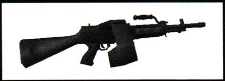
226: The SEALs' best all-around pistol. It's loud, yes, but it's dependable, with solid accuracy and range.

9mm: If your primary weapon is non-silenced, go with this as a stealthy backup. It's sexier than the M23.

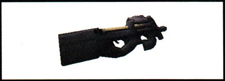
TERRORISTS



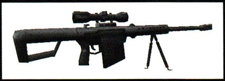
552: This assault rifle is virtually identical in stats to the AKS-74, but it's just a shade quieter. It won't make much of a difference, since they're both loud as the dickens, but why not go with the best?



M60E3: The rough Terrorist equivalent to the M63A, this monster comes with a 100-round magazine and a tripod (not pictured). Not terribly accurate at long range, this one will cut a man in half from up close.



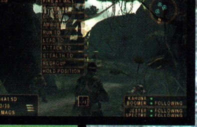
F90: Oh my, yes. Yes, please. The F90 (aka FAMAS) has the highest fire rate in the game, and a 50-round magazine to make it worthwhile. Only moderately accurate at range, but honestly—who cares?



M82A1A: Dig this: the greatest possible accuracy, the longest possible range—and the highest possible volume. It's a hefty tank-stopper that shoots sharp, long, and loud. Jut lie down; you're already dead.

F57: The Terrorists' best all-around pistol is virtually identical to the SEALs' 226. Boring but functional.

Desert Eagle .50: It's big, it's brawny, and it's loud as hell. But it will stop a charging SEAL in his tracks.



SOLO MISSIONS

CONTROLLED VIOLENCE

We're guessing most of you are going to pick up *SOCOM* for its online multiplayer modes, but don't neglect the single-player missions. They can be as tense, as thrilling—and, yes, as occasionally frustrating for newbies—in their own way as the multiplayer matches.

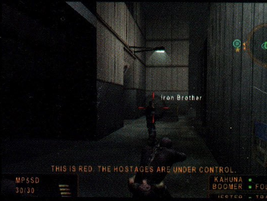
"This is a game about controlled violence," says David Sears, creative director of *SOCOM*. "You have a number of objectives you need to meet in a mission, but you can control the way you meet these objectives. In most missions you can choose to employ stealth, or you can go in shooting. We had to maintain a balance between the two. We do reward players who are stealthy, but just like in real SEAL missions, something can go wrong very quickly, resulting in a bloodbath, and that's when it's a good idea to have a machine gun handy."

It's all very well and good to talk about the benefits of stealth, but without a solid engine for handling stealth movement, players really aren't going to want to make the effort. Luckily, *SOCOM* excels in that department.

"We've integrated lighting, sounds of movement and weapons, speech and screams from dying characters, weather, camouflage, the stance of your character, and whether you're in water or out of water," says Sears. "All these things together combine to make your stealth profile. The result is, you can be out in the open, and enemies will walk right past you if you're prone, in shadow, and maybe hiding in grass. Stealth kills are also possible because we've put so much effort into making a really solid stealth system. Let's say you're in the open, in the grass, lying down, and your enemy walks past you. If you fire on him with a non-silenced weapon, you'll alert everyone else. So you can sneak up behind him, pull out your knife, take him down silently, drag him behind a rock, and no one knows anything about it. They'll eventually figure out that this guy hasn't reported in, and then there's trouble, but by that point you've already set the explosives and are ready to blow up their ammo dump."

OK, but if you *can* go in guns blazing, and the game doesn't penalize you *per se* for your itchy trigger finger, then why would you even bother with stealth? "Stealth generally equals fewer fatalities for your team," Sears tells us. "It's still possible to complete most missions after you've been detected, but it's more difficult. And you have to remember that only a few bullets will kill you in *SOCOM*." The implication is clear: If you're seen, you'd better be a deadeye shot. Or else you'll just be dead.

Luckily, though, you'll have your A.I.-controlled team to back you up. And while there are some, ah, issues with at least one member of your team [see the review on page 110 for details], the importance of keeping your team alive cannot be overstated—and not just because of the SEAL code that dictates that a man never be left behind. "In most games with teams," Sears says, "you don't want your team to be involved, because they get in your way. Our team structure is different: If you don't keep your team alive through most of the mission, at a critical juncture you'll need the firepower your other teammates are packing—and they're not going to be there. So you want to keep your teammates alive, and keep them with you, or you're going to regret it."



THIS IS RED. THE HOSTAGES ARE UNDER CONTROL.

R-25 SD
/20
KAHUNA
BOOMER • FOLLOWING

GROUP DYNAMICS

rectional buttons to cycle through teammates
*fc*jeremy
*FC*AdamS
*FC*Tony B

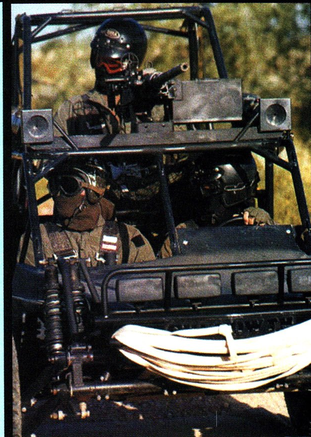
STOP PLAYING WITH YOURSELF!

The best part of the *SOCOM* online experience is, of course, playing with other people. But the attraction isn't derived solely from having a real human on the business end of your M4A1—it's also being able to communicate with your real, live teammates to develop team strategies. The headset can be a fantastic tool, and distributing the headset with the game will make *SOCOM* a first in the world of online shooters: Every single person playing will be able to use voice chat. This means you can develop team tactics on-the-fly with just the push of a button.

We can not emphasize enough the importance of constant communication with your teammates! Good communication can mean the difference between well-earned victory and humiliating defeat; if two teams are otherwise evenly matched, the team that communicates more effectively will *always* win. Always.

In addition to keeping the radio lines crackling, here are a few other general team strategies to help you triumph over your enemies.

- **Use the buddy system.** The real-life SEALs never do anything solo, and you shouldn't either. Having just a pair of you working together exponentially increases your chances of survival, since it forces the enemy to divide their attention between you, to devastating effect.
- **Play leapfrog.** When working in any size group, take turns covering each other as you advance, with each leading member dashing to solid cover and then protecting the next guy as he advances.
- **Specialize.** Set up one or two guys with sniper rifles in high positions; even if they can't get a bead on the enemy they can call out his location. Use another one or two with loud, powerful weapons to grab the enemy's attention. And



while the enemy is focused on those guys, have another group move in from the flanks with silenced weapons, or have them lob grenades from the sidelines.

- **Ham it up.** Talk like a SEAL and you'll think like a SEAL. So don't say "OK"; say "Roger that." Don't say "I see someone!"; say "We've got hostiles!" (and please, *do* say *where* the hostiles in question are located). Don't say "I got one!"; say "Tango down." It's fun, it's quick and understandable, and it'll help keep your team focused.
- **Vary your tactics**. Over the course of an 11-game match people are going to fall into patterns. If you find a great spot in the first game, go to it until you're found out. Once you are, move away from that spot, but lock onto it with an accurate rifle. Chances are the enemy will come a-lookin', and you'll be waiting. Once they learn not to head over there, you're free to move back in if you so desire.
- **Don't be a glory hog.** You'll have some games where you'll never fire a shot. The good of the team outweighs the good of the individual, and even just drawing the enemy's fire can be monumentally helpful. Furthermore, if you can take out the last guy but you know you're going to get killed doing it (a grenade in close quarters, for example), suck it up and eat lead. Unless you're the last man standing on your team, that is.
- **Make use of the afterlife.** If you die early in a game, don't despair. First, make any weapon changes you need by hitting R2 and selecting new equipment with X. Then, hit Left or Right on the D-pad to "piggyback" on your teammates. Watch and learn; you'd be surprised how many new tactics you can pick up just from following someone around. And chat with your other dead teammates: Set up tactics for the next round, share information about enemy hideouts, commiserate. Soon you won't be spending so much time being dead.

Now go out into the virtual world and raise some hell! Keep your eyes open and you'll see us online—if we don't see you first.

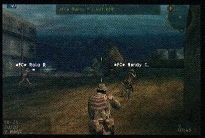
CLANTASTIC

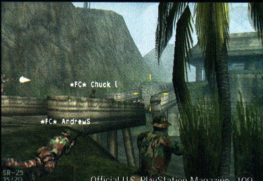
SOCOM has taken the admirable leap of including support for clans within the game engine itself. And while the options aren't exactly overwhelming, the game does allow you to put a group of like-minded players together, communicate with each other easily, and even automatically group your clan onto the same team once you actually join a game.

Creating a clan is simple: Pick a name, hit a button, and you're done. Then just hit Invite, type in the players' names, and the next time they're online they'll see your invitation, which they can accept or decline. As the owner of a clan, you can kick people out at your whim, so don't get too drunk on the power. You can also enter messages that your clan members will see on the opening screen once they've logged into the *SOCOM* server. Use this ability to update your clan with news of new members, leadership changes, or general info. (But type carefully; as far as we can tell there's no way to delete a message you've posted.) Other options include naming a new leader (if you just can't handle the responsibility), leaving the clan yourself, or disbanding the clan altogether.

When you create a game, you have the option of grouping all your clan members on the same team, SEALs or Terrorists (otherwise the server randomly assigns players like usual). You can also set a password for the game, which players will have to enter before joining; the clan messaging utility is a good place to pass around this information.

Chances are, once your clan gets rolling, you're going to want a little more freedom to communicate with your players than the game engine gives you. Why not start up a Web site of your own? Do a Yahoo search for "Quake clans" to see what kinds of communities have sprung up around PC shooters. Will *SOCOM* prompt such a strong response? We wouldn't be surprised; the buzz around the game has already prompted some eager gamers to begin recruiting for their clans. Check out our message board at **www.playstationmagazine.com** for just a few examples.





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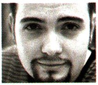
THE FINAL SCORE

●●●●●

We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

Meet the critics



JOHN DAVISON
Is Sam trying to look cute in his photo, do you think? Maybe he should log onto *SOCOM* this month so John and Joe can toughen him up a bit.

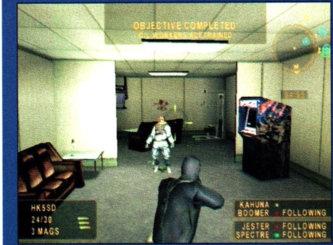
GARY STEINMAN
Gary wanted to join the online revolution and play *SOCOM*, but his fingers got too tired after he tried to dial up the Internet via his rotary phone.

JOE RYBICKI
After earning the MVP in, oh, 16 or 17 *SOCOM* games in a row, Joe allowed himself a moment to gloat—and John put a cap in his ass.

CHRIS BAKER
Most 49–24 football games aren't fourth-quarter comebacks, but that's exactly how C-Bake overtook Todd in the Ziff *NCAA 2003* season. Take that!

TODD ZUNIGA
After a month of football Sundays for Zuni, he's prepped for his manifest destiny, hoping to play *SOCOM* in Montana along the way.

SAM KENNEDY
Sure, Sam may have skipped out on *SOCOM*, but he's just waiting for everyone to move west to take them down in *Soul Cali 2* face to face.



SOCOM: U.S. NAVY SEALS

Truly two games in one—and both are great

Publisher Sony CEA
Developer Zipper Interactive
Web Site www.scea.com

Pop quiz, hotshot: You're deep in the jungles of Thailand, on a search-and-rescue mission with your three SEAL teammates. You're moving with cautious stealth around ruined temples and crumbling stairways. Suddenly, your partner Boomer crackles in your earpiece: "Tango sighted, four o'clock." Not wanting to give away your position—Boomer's weapon, for some reason, isn't silenced—you reply, "Hold your fire!" "Holding fire, sir."

You take a few more steps, when, against all expectation, you hear shots fired. "Tango dropped, sir. That's a kill." Now: What do you do? *What do you do?*

You shoot Boomer in the head, is what you do. At least, that's what *I* do when that insubordinate bastard defies a direct order. Or when he stands up blithely, giving away our position, while I'm hidden in the grass. Or when he dashes into an enemy's view while I'm creeping up from the rear. Or when he runs when he should walk, walks when he should shoot, or looks at me funny.

Because **if there's one thing wrong with *SOCOM: Navy SEALs*, it's Boomer**. I don't know how this halfwit ever made it through SEAL training; maybe someone felt sorry for him. All I know is that he's been a liability and a danger to the team in nearly every mission I've logged. Maybe taking him out is a little extreme; perhaps it's not exactly the SEAL way. But in the heat of a mission, you can't afford mistakes, and you certainly can't afford to be saddled with a teammate who not only doesn't pull his own weight, but seems to actively work against the team. (Perhaps he's an enemy agent; that would explain it.)

The most frustrating part is that you can't send him away. He's like one of those neurotic dogs who won't leave your side no matter what you tell him. "Boomer, hold position." "Holding position, sir." But then you turn around and he's right behind you like always.

> **"You'll die a lot at first, and that can get frustrating. But it's quick, easy and painless to retry..."**

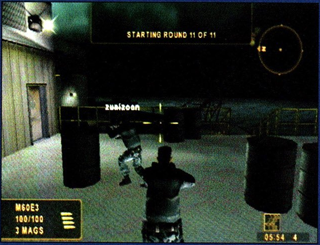
I understand the design idea behind having Boomer dog your steps. *SOCOM* is all about teamwork, and setting things so that you have no option but to work together is a sensible way to reinforce that. The problem is simply that Boomer's a moron.

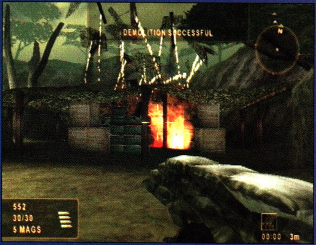
I know it must be a Herculean task to try to program A.I. smart enough to follow a player's lead intelligently. I bet Zipper could have spent the entire development time on programming Boomer and still had troubles. **I just wish that they had seen this, and at least given players the option of grouping Boomer with the other two teammates,** allowing players to conduct delicate maneuvers solo.

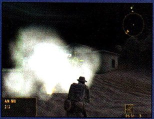
zunizoon
F90
50/50
5 MAGS

YOU WERE KILLED BY zunizoen WITH 552
Use the directional buttons to cycle through teammates
Press the R2 button to select weapons for the next round
M63A
0/75

Mr. Penguin
552
30/30
5 MAGS







Looking back, I realize that I've spent a lot of time griping about Boomer, and I want to make sure I don't give you the wrong idea: Boomer does not ruin the game. Yeah, he can be frustrating, and his stupidity certainly does draw you out of what could be a very immersive experience. But *SOCOM*'s strengths far outweigh Boomer's mental weakness.

This is mostly because *SOCOM* really is two games in one. You've got the single-player missions (Boomer included) to keep you plenty occupied. They're interesting, and deep, and *long*—**some missions can take you close to an hour to go through the first couple times** (that's assuming you actually try to be stealthy; and believe me, you *really* want to try to be stealthy). Yeah, you'll die a lot at first, and that can get frustrating, especially when you put a lot of time into the mission only to die near the end. But it's quick, easy and painless to retry, since there's very little load time once you're actually past the briefing room. It makes it possible to keep trying until you get everything perfect, hitting each and every objective, primary and secondary. (I've become almost obsessive in this regard; if I'm not supposed to be spotted until a certain point in the mission, I'll try again and again until I get to that point undetected, even if I'm not penalized heavily for being seen.)

Furthermore, with the notable exception of Boomer's little personality quirks, **dealing with your teammates can be damn cool**. With waypoints set in each map, you can order your secondary duo around independently of your own movement, allowing you to flank enemies, surround buildings, and so on. In short, the single-player campaign is a fully fleshed-out game in its own right; make no mistake about that.

The truth, however, is that if *SOCOM* consisted only of its single-player missions, I'd probably have scored it a full point lower. Luckily, there's a whole other world inside this box—and it will rock you like a hurricane.

> **"Luckily, there's a whole other world inside this box—and it will rock you like a hurricane."**

Let's make one thing clear from the beginning, though. **If you're used to playing first-person shooters online on the PC, you are going to be annoyed with the lack of options here**: only 10 levels, only three gameplay modes, only two teams—no every-man-for-himself games, no true capture-the-flag modes, no way to chat with your opponents in-game—and no options to dictate length, available weapons or rounds per game. You can't even change game options from within the game lobby; if you want to make any adjustments, you have to start an entirely new game. In spite of all these apparent shortcomings, however, **the online aspect of *SOCOM* really is quite spectacularly excellent**. For one thing, the majority of the online arenas are simply sublime in their design. Each one is riddled with sneaky hidey-holes, prime sniping spots, multiple pathways, "clutter" cover (i.e., grass, ferns, bushes) and areas ripe for ambushes. Just a few shots can kill here, and it's clear Zipper designed the levels with that very firmly in mind.

Furthermore, **the environmental touches make such a big difference when it comes to drawing the player into the game world**. Bullets whine and ricochet realistically, knocking bits of whatever they strike into the air. Grenades have a convincing blast radius, sending bodies flying (or if they detonate underwater, they send a plume of water into the air). But that's not all. Get this: If you're too close to a grenade when it goes off, you go deaf. The sound on your TV cuts out, replaced by a high-pitched ringing. Only slowly, after time (depending on how close you were) does the sound fade in. Even cooler: "flashbang" grenades, which temporarily blind any player unlucky enough to be looking at one when it goes off, by whiting out the screen for a few seconds. How bad-ass is that?

Add to all this environmental goodness the use of the headset for voice chat, and you've got **one heck of an immersive game experience**. Before long you'll find yourself perched on the edge of your chair, swinging around in a desperate search for the enemy. Every movement becomes a carefully calculated risk; every corner hides a potential enemy; every sound is a perceived threat. There's really no way to show the feeling of tension you'll experience in a huge multiplayer match—you have to play it yourself (so those of you without broadband...get on it!).

No, of *course* it's not perfect. Weapon selection can seem awkward, aiming in the third-person view can be a bit off, and the multiplayer options are rather shallow. I'm also not really a fan of the somewhat overly complex "Extraction," one of the three multiplayer modes. And let's not forget about our buddy Boomer. But who am I kidding? **I *love* this game, and I don't see myself playing anything else at home for a good three or four months.** Sure, it could have been better. But that's what sequels are for.

Final Score ●●●●●

Joe Rybicki

Players: 1-16
Memory Card: 162 KB

TOP 5
MULTIPLAYER LEVELS

5 **Rat's Nest**
The huge storage room tends to host a last stand.

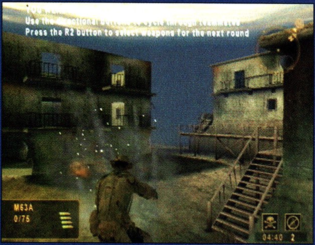
4 **Frostfire**
Small and mean, but lots of catwalks and snipe spots.

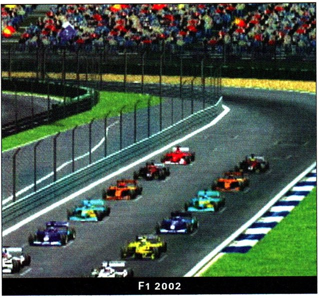
3 **Night Stalker**
Stairways with high railings make great hiding spots.

2 **Desert Glory**
The balconies and rooftops are heaven for snipers.

1 **Abandoned**
The tunnel complex is perfect for sneaking around.

zunizoen
M60E3
100/100
3 MAGS


Use the directional buttons to cycle through teammates
Press the R2 button to select weapons for the next round
M63A
0/75
04:40 2



F1 2002

F1 2002

Publisher EA Sports
Developer EA Sports
Web Site www.ea.com

If there's one thing we can count on EA Sports for, it's that they do tend to get things right after a few tries (unless it's baseball). This latest addition to the racing lineup is quite spectacularly the best yet. In case you can't work it out from the title, this is your first chance to race the 2002 season—which means the new Renault and Toyota teams are present, as well as all 17 tracks on the circuit, including Indianapolis. Also, unusually, there aren't any no-shows in the driver list either.

The most obvious change from *F1 2001* is that the graphics have been given a major overhaul yet again. **It's faster, more detailed and packed with fancy effects.** Rain is now very much like what you saw in *GT3*, and there are some other glorious flourishes throughout that are guaranteed to bring a smile to your face. If I have any worries, it's that all the bells and whistles are having an adverse effect on performance. **Things can chug on occasion; that periodic stutter is the only reason I cut half a point from the score.**

Other cool features include EA Sports cards (like Madden cards), which provide rewards for achieving certain goals, and my favorite: the slipstream "slingshot." Tuck in close enough behind an opponent and you'll be able to whip around him and let the airflow fire you forward, just like the tactic the real drivers use. What a rush!

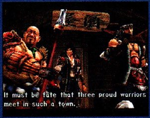
Final Score ●●●●◖

John Davison

EVERYONE E CONTENT RATED BY ESRB **Players: 1-4**
Memory Card: 299 KB

POS 13/22 0:00.0
LAP 1/28 0:08.6
3
MPH 119
VILLENEUVE
BAR
13

F1 2002


It must be fate that three proud warriors meet in such a town...

ONIMUSHA 2: SAMURAI'S DESTINY

Now officially a franchise to be reckoned with

Publisher Capcom
Developer Capcom
Web Site www.capcom.com

Last year, *Onimusha: Warlords* took the *Resident Evil* gameplay style and expanded on it for some serious samurai action satisfaction. The nonstop combat and addition of magic to the formula helped establish *Onimusha* as its own game, demonstrating the promise to become Capcom's next super-series. Now, that potential has been realized. *Onimusha 2: Samurai's Destiny* **includes almost everything we loved in the first game and takes it all to the next level.**

For *Destiny*, new protagonist Jubei Yagyu continues what Samanosuke began last time by taking on the demonic resurrection of Nobunaga Oda. Having returned after the events of the game's opening CG sequence (one that *almost* lives up to the quality of the last), Jubei finds Yagyu Village completely ravaged by Nobunaga's forces. The need for vengeance drives him on the quest to come.

And how sweet that revenge can be. The core gameplay of *Warlords* remains intact, with J.Y. sporting an impressive number of moves not unlike those of Sammy. In addition to your basic ability to swing weapons with style, this also includes such franchise trademarks as devastating magic attacks and the ability to suck up the souls of fallen foes (through your hand this time—who needs a wimpy gauntlet?). Once again, collecting these souls nets you some extra health, mana or, most likely, points that you can use like money toward powering up your weapons and armor.

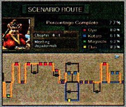
In addition to the familiarities established in *Warlords*, *Destiny* throws a few new gameplay devices our way. For instance, Jubei's consumption of enough certain rarer souls morphs him into his "Oni" form, making him temporarily stronger and invincible. Those who played *Genma Onimusha* on Xbox might know the concept first-hand, and **I'm a little disappointed that *Destiny* doesn't handle its Oni power in the same way.** After you had consumed enough souls, *Genma* allowed you to actually trigger when it was Oni time with the push of a button. In *Destiny*, however, once you swallow up that last necessary soul, you're all Onified right away. You'll often find yourself there without anyone left to fight, and by the time you enter another skirmish, your bonus power has all but expired. Oni power is certainly a welcome addition—it just could have been better.

Also new to *Destiny*, Mr. Yagyu can collect five extra magic weapons as opposed to only four. These enable ice and thunder powers (gotta love the hammer!) in addition to lightning, wind and fire spells similar to those in the previous game. In another move for the better, you can now simultaneously power up your weapons' strength and magic instead of doing so separately.

But **all of these new additions pale in comparison to the new ally system that dominates much of *Destiny*'s first half.** In addition to Jubei, four other adventurers hold key roles in the

BRANCHING PLOT

After you've beaten *Destiny*, a Scenario Route like this appears. This screen was taken after my second time through the game. Based on the way I treated other characters, I experienced story branches in one game that I didn't in the other (as visualized by the orange and blue lines)—and the black lines show I still have lots to see!



story, and your goodwill toward them determines just *how* important they are. By giving them items, your potential allies base an opinion on you. Since each warrior has his or her own tastes, you have to get a feel for such things as who likes to read and who likes to eat—give enough inappropriate gifts and a person might even be swayed to turn against you! While I've gotta say it feels silly to carry around a chicken just to give it away, **trading with those you hope to impress actually gets quite addictive**. You're always wondering how they'll react and what kind of unique gift they might have for you in return (pickled bacon, anyone?).

What kind of a girl do you think I am?

You spend four or five hours split between action and doing your best to win over others... but then it all just stops in favor of familiar *Onimusha* gameplay. Still, the ramifications of your benevolence come into play later on, determining not only which fighters jump in to assist you at random moments, but also which ones you get to play as for limited extents (on par with Kaede in *Warlords*). Along with some cool unlockable minigames, the way your path can change every time you play (see sidebar) adds tremendous replay value. I think I actually enjoyed my second time through *Destiny* the most, just to see how the plot points differed from the first game—which was quite a bit at times. And considering my first game took 13 hours to complete, with the second lasting a solid nine, it's easy to see you get **at least twice the gameplay as the original**. (Granted, three of the 10 maps do occur in familiar locations, only sometimes showing the effects of Sammy's battles 10 years before. I still can't figure out if I think this is cool or just a sign of laziness.)

As much as I love the gameplay and replay value of *Destiny*, I still can't deny its faults. While challenging, **the puzzles are reserved almost exclusively to guard chests, with no good ones as integral to success as, say, the floor puzzle in *Warlords***. Some might also scoff at the continued use of *Resident Evil*-style controls (with no option for analog, at that) and prerendered backgrounds (however beautiful they may be), both of which do make things tougher than they should be.

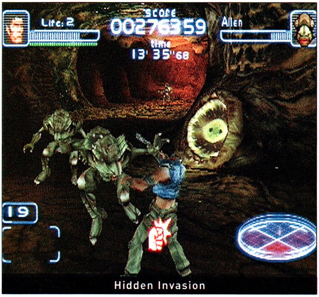
By no means as flawed as that of *Warlords*, *Destiny*'s plot still usually manages more laughs than effective drama. **Its love story makes *Attack of the Clones* look like *Romeo and Juliet*.** So-so voice acting doesn't help matters, nor does the female character Oyu's costume—it's hard to take a romance seriously with massive cleavage always pointed your way. Some plot holes just had me going "huh?", too. (If we see Jubei take a supposedly super-secret way to get to a hidden island, then how does *everyone else* wind up there?!)

Faults aside, *Destiny* is a beautiful game that's as fun to play through the second and third times as it is the first. If nothing else, it proves the *Onimusha* franchise is here to stay.

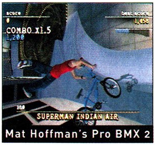
Final Score ●●●●

Chris Baker

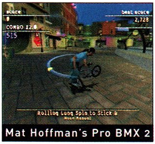
MATURE M ESRB
Players: 1
Memory Card: 407 KB



Hidden Invasion



Mat Hoffman's Pro BMX 2



Mat Hoffman's Pro BMX 2

Hidden Invasion

Publisher Conspiracy
Developer Toka
Web Site conspiracygames.com

Despite sporting one of the worst camera systems I've come across in a long while, and the fact that it has a general air of bugginess about it—not to mention that the entire game is only about three hours long—*Hidden Invasion* is surprisingly one of the more entertaining titles I've played this month—most likely because we don't see games of this sort (straightforward beat-'em-ups) all that often. **It's fast, it's arcadey, and the combat is pretty spot-on.** Plus, *Hidden Invasion*'s big hook is that you also get to make use of all sorts of guns, so it actually plays like a third-person shooter and beat-'em-up all in one.

Most missions are rather simplistic, with an arrow telling you where to go *a la Crazy Taxi*—a smart decision. Unfortunately, the arrow itself is a tad glitchy at times, making you wander in circles until you figure out exactly where it's directing you. There are, however, some areas where you're on your own, seeking out items such as planted bombs, and these do help add variety.

Most everything else about the game, though—from the audio to the visuals, the artwork to the story—is all pretty average. It's fairly evident that it was created by a small team with a small budget. However, it's also evident that they had a good idea of what makes a beat-'em-up fun. Things seem to get progressively better as you venture further, in spite of the underlying problem of scenes (such as boss fights) not really having the emphasis they were intended to have. There are plenty of good ideas in the game, they're just not all developed that successfully, unfortunately.

The developers were also smart to include a two-player mode; but this, too, falls short of what it should have been. The game was clearly designed as a one-player experience, and **trying to coordinate two players can be a headache** with the camera constantly shifting angles.

For beat-'em-up fans, though, *Hidden Invasion* is still definitely worth checking out, especially since it comes at a reduced price point. What the game lacks in production values, it makes up for with pure action gameplay.

Final Score ●●●

Sam Kennedy

TEEN T ESRB
Players: 1-2
Memory Card: 53 KB

Mat Hoffman's Pro BMX 2

Publisher Activision
Developer Rainbow Studios
Web Site www.activision.com

Everything about road trips rocks. The beef jerky, using your sneaker as a pillow while sleeping in the back seat with a hitchhiker named Fluffy, floating over the Vegas strip doing a Superman Seat Grab... OK, maybe that last detail only applies to some of you. But *Hoffman 2* is for all of you; it takes the great American road trip, sticks a bunch of body-sacrificing bikers on a tour bus and invites you along.

If you played the first *Hoffman*, forget that you did. *Hoffman*'s sequel is **so advanced—not just graphically—that it makes the first game feel like a bike with no chain**. The highlights start with the manual. It's so bad-ass that I recommend using it as a way to score chicks. Even if you don't like action sports, pony up for a rental so you can see these moves live.

Conquering the game has changed, too. You'll be contracted to complete four tasks to score Road Trip points (used for gas money, I guess), and unlock four new challenges. Each level has 12 goals and lots of secrets. If you plan on beating the game, buy the strategy guide. **It's so deep, only the truest of shut-ins will nab everything on their own merit.**

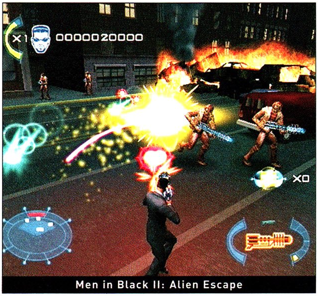
A trip-up that will keep you a spoke-length from your goals is the reset after a crash. Instead of restarting right where you bailed, you'll often end up far away from your lip-skid point. That might be, in part, due to the oversight that leaves you with only one camera to work with (another, far away cam would've been nice). But you end up losing valuable time when you're trying to get oriented (though haven't we moved beyond using the clock? Guess there's always *Hoffman 3*).

Mat Hoffman 2 is so good that it makes the difference between itself and *Tony Hawk* a matter of preference. Would you rather bicycle or skateboard around beautifully crafted, sprawling gamescapes? As a longtime skating fan who used to own a Vision, I'll take the latter. But *Hoffman 2* has planted a seed of reasonable doubt in my mind. Until *Tony Hawk 4* releases in a month, I'll be playing *Hoffman*.

Final Score ●●●●

Todd Zuniga

TEEN T ESRB
Players: 1-2
Memory Card: 323 KB



Men in Black II: Alien Escape

Men in Black II: Alien Escape

Publisher Infogrames
Developer Melbourne House
Web Site www.infogrames.com

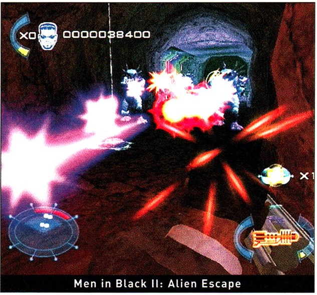
Frustrating. That word best sums up my experience with *Alien Escape*. I can't even begin to tell you how annoyed I got at this game in the first stage alone! Picture this: a level comprised of a seemingly ongoing maze of crates, filled with a constant onslaught of the same stupid enemies over and over. That goes on for a half an hour. Die right before the end of it and you have to start all the way back at the beginning. Which I did. Eight times. And it's not just that the level is tough, it's that **the entire thing is filled with situations designed to prolong the game's length**. It's cheap—I *hate* having to backtrack to find some moronic alien who isn't smart enough to find me before I'm allowed to go on to the next area.

But *Alien Escape* had me just as frustrated because of its failed potential. What you have here, at its core, is a pretty darn cool shooting engine (try to imagine a *Contra*-style shooter in 3D). It's filled with **flashy weapons, cool power-ups, and lots of chaotic shooting action**. It's just that the difficulty, repetition, poor level design and some slightly shaky controls hold it back.

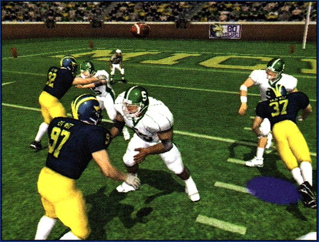
The license also lends very little to the game—the plot is new, the enemies are changed, and the voices aren't even close to sounding like the actors from the film. Sorry, but no thanks.

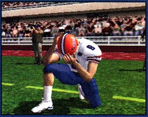
Final Score ●●◖
Sam Kennedy

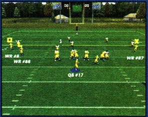
Players: 1
Memory Card: 82 KB



Men in Black II: Alien Escape







NCAA FOOTBALL 2003

The best gets better

Publisher EA Sports
Developer Tiburon Studios
Web Site www.easports.com

NCAA Football 2002 rocked. It combined the gameplay of *Madden* with the team spirit found only in college sports to such a perfect degree that you might almost willingly forgive the masterminds at Tiburon if the new edition offered nothing more than updated rosters. Fortunately, we get more than that in *NCAA Football 2003*. While nothing really comes out to kick you in the shin and say "look at me!", **enough subtle improvements and additions exist to earn *NCAA*'s sophomore season a solid 4.0 GPA**.

Most importantly, the sweet gameplay returns with all of its greatness (along with a few of its faults—fix the punting game, already!). Running teams run well, just as passing teams can light it up. As always, everything just feels so right. Even when your quarterback can't seem to complete a single pass, you know it's because he's in the middle of a cold streak—like real life. On defense, I found the new before-the-snap press of R2 helpful, as it reminds you where each defender intends to go.

As the game's short, yet informative behind-the-scenes documentary points out, over 8,000 new lines of dialogue were recorded by Lee Corso, Kirk Herbstreit and Brad Nessler. Though still occasionally repetitive and predictable (Corso *will* chastise you if you throw with a fourth-quarter lead), **few other sports games rival the humor, accuracy and overall quality of *NCAA*'s commentary**. The documentary also mentions the new motion-captured cheerleaders, who join 30 new mascots in upping the game's school spirit even more. Combined with things like the random fans from random schools who tell you "it's in the game" when you boot up *NCAA 2003*, such cool niceties offer **a degree of personality rarely achieved in other games**.

On top of all this, little things like schedule creation, Create-A-School and the Trophy Room (which can hold everything from the Heisman to the Bayou Bucket) just enhance the experience.

NCAA 2003 comes so close to perfection that you really have to wonder if Tiburon can top itself again next year. Somehow, though, I have faith that it will.

Final Score ●●●●●
Chris Baker

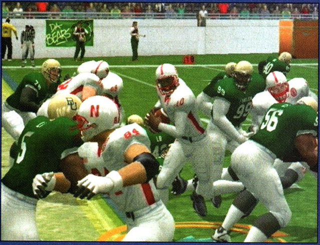
Players: 1-8
Memory Card: 3 MB

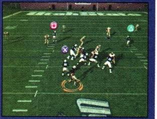
NCAA Football 2003

Oregon alumni Joey Harrington quacks up the cover of *NCAA 2003*.

Graphics	Imagine last year's near-*Madden*-quality visuals, only with more animations.
Teams Included	In addition to 117 Division I-A and 27 I-AA schools, you can unlock *many* others.
School Spirit	Cheerleaders, over 200 fight songs and chants, and the best mascots out there.
Presentation	ESPN announcers and ESPN quality without the ESPN logo.
Load Screen	A control layout really helps you learn to master things quickly.
Replay Screen	Starts out where you'd think—a view of the line of scrimmage.
Overall	For a game full of amateurs, *NCAA 2003* was obviously developed by the pros.

photo by Otto Greule Jr./Allsport





NCAA COLLEGE FOOTBALL 2K3

There is no substitute...thankfully

Publisher Sega Sports
Developer Avalanche Software
Web Site www.segasports.com

Thanks to its new ESPN license, Sega let me know just what to expect of its first PS2 college pigskin outing very soon into my first game. *"NCAA College Football 2K3,"* read a saying at the bottom of the screen, in between simmed-game scores. "There is no substitute." It didn't take long for me to realize just how true that statement was.

There *is* no substitute for *College 2K3*—because who would want to create a substitute *for* a substitute? Sega may have had a little extra time to prepare for the PS2 by giving the *College* series a year off, but this extra time fails to show in the final product. **In every way that matters, *College 2K3* doesn't hold a candle to EA Sports' benchmark *NCAA* series.**

Disappointingly, the game misuses the ESPN license. Though the TV-style presentation certainly *looks* ESPN enough with its score-depicting graphics and the Bottom Line (as touched on earlier), the rest of the game just doesn't feel like it should.

I think part of this has to do with the announcers. Instead of the likes of a Ron Franklin/Mike Gottfried team, we're stuck with generic actors whose dialogue not only repeats too often, but also seems to celebrate the fact that a college game can't use real names. Don't tell me that "number 19 kicks it away"; say something like "and the kickoff..." And please don't let me know (as the game does every other play, it seems) that "number 86 will sit this one out." Really, should I have any idea who this guy is? Or even care?

Dissatisfying as the whole ESPN-ness of things might be, *College 2K3*'s actual gameplay only exacerbates matters. For one thing, the game's frenetic, arcade-like pace (you can easily get a play off before the play clock hits 20) totally clashes with its **way-too-in-depth play-calling system**. Once you get a play off, too, you'll notice how unpleasantly a **choppy framerate and an overall jumpiness in gameplay** complement one another. Plus, the game's just way too frickin' hard! You'd think I'd be able to manhandle Utah State as Florida State—not lose by 20 points!

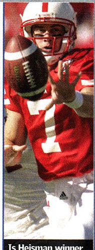
College 2K3 doesn't flunk out for good, but it certainly risks academic probation.

Final Score ●●◐
Chris Baker

Players: 1-4
Memory Card: 2 MB

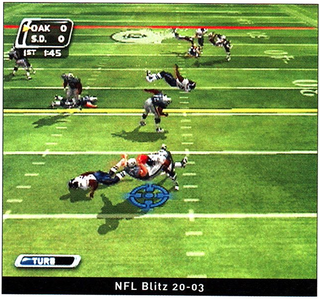
NCAA College Football 2K3

	Even still screens look inferior to EA's game—and those come choppiness-free.	Graphics
	In addition to all 117 Division I-A schools, you can unlock...well, 10 classic teams. Yay.	Teams Included
	Weak-sounding fight songs for most major schools and a few pathetic-looking mascots.	School Spirit
	No ESPN announcers and a lack of ESPN quality using the ESPN logo.	Gameplay
	Hey, look at the ESPN logo! It's *spinning*! Spinning, I tell you!	Load Screen
	Always starts you out with a closeup on the QB's ass.	Replay Screen
	Let's hope this troubled freshman can get his grades up next semester.	Overall



Is Heisman winner Eric Crouch enough to coax gamers to an inferior product?

photo by Elsa/Allsport



NFL Blitz 20-03

NFL Blitz 20-03

Publisher Midway
Developer Midway
Web Site www.midway.com

I just returned a kickoff in *Blitz*. Significant? You bet. The last time I got the ball past the 50 on two consecutive kickoff returns was 1999. So is it a code, some new button combo? Nope. *Blitz* finally caught on to giving players statistics—which means Randy Moss has lots more juice than some rookie no-name. The result? The game, if you can believe it, is even more wide open.

Of course, this kind of subtle improvement will lose some *Blitz* fans who think this is the same game as last year. In many ways it is. Graphically it's unchanged, there are no mini-games added in and **the improvements are sparse and hard to detect**. There's a new instant replay system that's easy to use. But when you think about it, it's only instant replay.

Other valuable subtleties include tipped passes (defenders will dive to try to pop the ball up so other defenders can make the interception) and quarterbacks will occasionally miss their receiving target—it's never been done in *Blitz* before. Weird that the *Blitz* QB's have always been so brilliantly accurate until now.

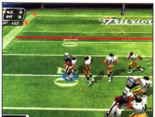
The biggest stride the game took was plopping in a Create-a-Player mode. It's long overdue, but it makes a cozy fit. It also adds replayability. You'll win created-player attribute points by beating all of the NFL teams from worst to best. For every three wins you'll pull down five attribute points that can be used for eight different categories: speed, agility, strength, hands, clutch, attitude, blocking and tackling. You'll also have two "privileges" which range from making field-goal kicking easier to having sticky hands for receiving the pigskin.

But **I like my sequels with a little more pizzazz**. *Blitz* was an awesome game many years ago when arcades dominated, but the lack of innovation will soon kill it. There is a light twinkling for long-time *Blitz* supporters, though. Their *20-04* version will be a monstrous upgrade. No details yet, but it's obvious that the *20-03* version was more like a holding pattern before the reclamation project. We're hoping *20-04* is greater than this. We don't want to see *Blitz* die.

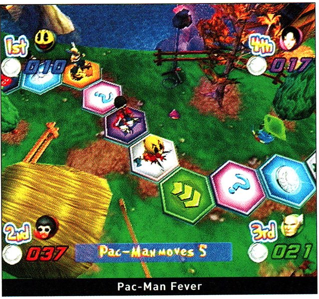
Final Score ●●●◐
Todd Zuniga

Players: 1-4
Memory Card: 231 KB

NFL Blitz 20-03



NFL Blitz 20-03



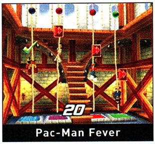
Pac-Man Fever

Pac-Man Fever

Publisher Namco
Developer Namco
Web Site www.namco.com

I absolutely love the idea behind *Pac-Man Fever*: In the tradition of games like *Mario Party*, four Namco all-stars compete on a game board in which they race to the finish line by succeeding in minigames. It's a simple premise for what doesn't pretend to be anything more than a simple game. As appealing as it may sound, though, ***Pac-Man Fever* will drive you neither crazy nor out of your mind**.

The rules of *Fever* go like this: The higher you place in a minigame, the more spaces you can advance along the board. As you progress, the spaces you land on might send you forward or back, let you participate in solo games, or even allow you to buy options that affect the game (go forward, send someone back, etc.). Pretty straightforward board-game stuff.



Pac-Man Fever

Pac-Man Fever

With minigames playing such a key role, though, making them fun and competitive is paramount. Namco succeeds at this—but only about half of the time, and never to a more than "sort of fun" degree. While games like Dart Toss, Raise the Flag and Cart Dash amused me, just as **many either proved completely boring or lacked any need for real skill**. (Just try to beat me at Fruit Mash, where the best strategy seems to be pushing X over and over again!) At the same time, none of the minigames I did end up liking made me say, "I *have* to play this again right away!"

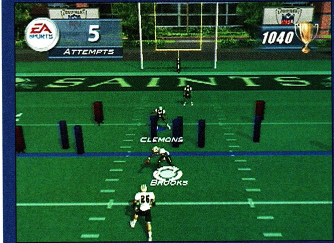
Of course, *Fever* might have excited me a bit more if Namco had actually put some effort into expanding its cast. You can play as Pac-Man, of course, or his bow-loving wife. Also available are cutified versions of Asteroth (*Soul Calibur*), Reiko (*Ridge Racer V*), and *Tekken*'s Heihachi and Tiger. But that's it. No Klonoa. No *Dig Dug* characters. No *Point Blank* dudes. Not even Mr. Driller! And what kind of jerks/bad parents do the Pacs have to be to shut out the likes of Jr. and Baby Pac-Man?

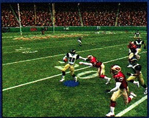
If you can look past such exclusions, **the mediocre minigames still might deliver some decent times**. Just remember that this is a four-player game—any more and you'll leave someone out, any less and you'll sit through A.I. players participating (bleh). The better option: Bust out a *real* board game and legitimately enjoy yourself.

Final Score ●●

Chris Baker

Players: 1-4
Memory Card: 119 KB





MADDEN NFL 2003

The polished veteran doesn't lose a step

Publisher EA Sports
Developer Tiburon
Web Site www.easports.com

Every year *Madden* has made strides to continue a tradition as the best football video game. But every one of those years I've felt that more could have been done, that some wonderful feature was held back because they didn't want to make the game too good, too fast. It always pissed me off, and made me eager for a rival that could ding the champ's armor, and motivate them along the way. Then *NFL 2K2* picked a fight with *Madden*, and the battle for football supremacy began. I knew who the winner would be: Every football gaming fan. It's clear that I was right. The fight has been no-holds barred, and the competition means that ***Madden* has added so many goodies that *Madden* fans will be smiling ear to ear, and newcomers'll love it.**

The first addition that will turn passive pigskin fans into active gridiron gamers is the Mini-Camp. It's a series of competitive mini-games that might seem like fluff, but they're not. It's basically a training camp that teaches you how to tackle, pass, effectively use your special moves as a ball carrier, knock down or intercept passes as a defensive back and break through the offensive line as a defensive player. Instead of a lame practice situation, you're against the clock. It makes the challenges meaningful and you'll be surprised when what you've learned becomes second nature.

As for the game itself, the two problems in last year's game have been improved a gazillionfold. The running game is quicker and the running backs will now "get skinny," meaning they'll turn their shoulders to sneak through gaps in the line (an innovation smartly stolen from *NFL 2K2*). The other improvement is line play. **You can now earn your way to the QB** with swim moves and bull charges, unlike in the past.

My favorite new features? First, the strafe. If you hold down R1 your defensive player will keep his shoulders squared to the line of scrimmage. It's great for containing the runner and giving yourself a better chance to level the ball carrier. The second is the User Pick. If you switch to your d-back and make a play on the ball and intercept it, it'll say "User Pick" on the screen. It feels like a million bucks.

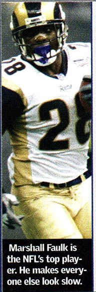
What's missing? Creative playbooks. **They seem too much alike, and there aren't enough trick plays.** Where's the flea flicker? Also, audibles happen with lightning speed, and it's like the Keystone Cops out there. Make my QB really *call* the audible. Punish me time-wise for changing the play. Blocking, too, is weak, but I know that because *2K3*'s blocking is phenomenal. Any blocking would pale.

Is *Madden* this year's PS2 Super Bowl champ? It is. But it took overtime to win the title. It's so great because of competition. Which means, this year, the gamers are the real winners.

Final Score ●●●●●

Todd Zuniga

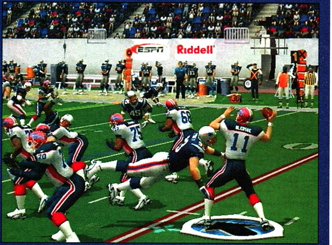
Players: 1-8
Memory Card: 1.2 MB



Marshall Faulk is the NFL's top player. He makes everyone else look slow.

photo by Andy Lyons/Getty Images

Madden NFL 2003	
Rushing	The halfbacks have real juice, and they now "get skinny." The game's best improvement.
Tackling	The strafe (hold R1) is a huge help, so you don't have to dive wildly at the ball handler.
Extras	Mini-Camp. Not just mini-games, this is the kind of school you'll attend over and over.
Announcing	The all-star cast is great, but the steady din of crowd noise too often drowns them out.
Blocking	An improvement, but it needs more work. Expect big things blocking-wise next year.
Online play	It's smooth and has *lots* of stats. Keyboard for pre-game, but no in-game chat. Too bad.
The winner is...	Madden came out swinging, answering every critic's questions. It rules the gridiron for at least one more year.



NFL 2K3

Sophomore sensation steps up

Publisher Sega Sports
Developer Visual Concepts
Web Site www.segasports.com

If you're an avid NFL watcher, you might think you've seen it all. Inside screens, fake fullback handoffs to halfback pitches, a wide receiver reverse pass. If you invest in *NFL 2K3*, you *will* see it all—as long as it happened during last year's NFL season. You see, **every team's playbook in the game is a mirror of every play that team ran last season. *Every play.*** If you saw the Rams give an inside hand-off to a wide receiver, you'll find it in *2K3*'s Rams playbook. If you watched the Bears stun defenses with screen passes to their wide-outs, you'll find that, too. It's a remarkable feat that holds true on both sides of the ball, and one that makes this sophomore PS2 effort shine bright.

But the playbooks are only one of the many features that makes *NFL 2K3* worth owning this season. In only two short years the *2K* series has made tremendous strides. Their biggest step has been their all-new, immersive Franchise mode. From the scouting combine to the NFL Draft, you feel like you're in charge of it all. But the complexities are so deep you won't get a sense of them until you've played through five years. There are progression curves that factor in how a draftee will perform from year to year, so you might draft a highly touted bust, or you can grab a Terrell Davis-type in the fifth round. It's that kind of unpredictability that makes it feel real. Plus the trading block is ingenious, the interface is inviting and it sets you up for an on-field football experience that makes *NFL 2K2* look more outdated than Bill Holmgren's eyewear.

This game plays with Warrick Dunn quickness, and the player models are the best in the business. But **somehow the athletes feel sluggish, like they're chugging along with a slab of marble Velcroed to their backs.** It's not a problem near the line of scrimmage, where the brilliant animations take hold and running backs break tackles, bob and weave and follow insanely good blocks (the blocking is the best blocking in any football game ever made). But the speed is a problem in the open field where everything feels slowed down. Last year's version felt fast; this feels dialed down.

Playing defense is my biggest gripe, though. **I feel completely useless when my team doesn't have the ball.** My cornerbacks are reluctant to go for the pick, and they too often tip the ball instead of really swatting it down. Pressing Triangle is a d-back catch-all to intercept or slap at the ball, but give me a swat button so I can make the choice.

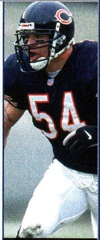
Once the ball gets hiked in *NFL 2K3*, you'll love it. For those tired of *Madden*, this is your salvation. I like *Madden* a scoche more, because it's polished in subtle ways. But which game you'll like best is truly a matter of preference. I'm already tittering over next year's football war.

Final Score ●●●●◖
Todd Zuniga

EVERYONE E
Players: 1-8
Memory Card: 634 KB

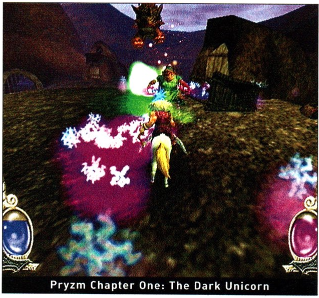
NFL 2K3

You can spin, juke, hurdle and shoulder charge. If you can't run in 2K3, retire.	Rushing
The solid licks make it look like you flipped over to ESPN's *Sunday Night Football*.	Tackling
Sega Sports Challenge. Try to be the best *2K3* player in the world with this addition.	Extras
Like real-life announcers, they have something to say for every situation. Superb.	Announcing
This is the meat of the game. Football is all about blocking and they nailed it brilliantly.	Blocking
This game's just as pretty online, but the lack of keyboard support is murder.	Online play
NFL 2K3's improvements are so vast, it's astonishing. It's a great game that needs one more year before it's a true superstar.	The winner is...



Brian Urlacher is a manchild who hits to hurt. Some call him the next Butkus.

photo by Jonathan Daniel/Allsport



Pryzm Chapter One: The Dark Unicorn

Pryzm Chapter One: The Dark Unicorn

Publisher TDK Mediactive
Developer Digital Illusions
Web Site www.tdk-mediactive.com

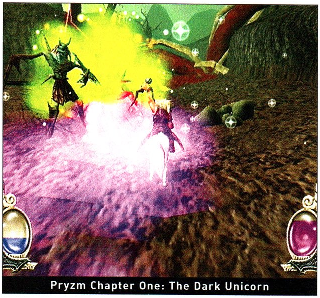
As the first of the $20 budget PS2 titles, Pryzm should at least get credit for being somewhat unique. **Its fantasy characters and theme are anything but typical**: You control a unicorn and a troll who rides upon her back, and set out to rid the world of a deadly plague that has mutated the creatures in the land. Gameplay is also unique, allowing you to control both characters at once with different buttons and the two analog sticks (Karrock can attack in one direction while Pryzm runs in another).

It's just that, as with most other budget games, you pretty much get what you pay for here. **Graphics are average at best, combat is kind of shaky, and the actual quests are rather uninspired** (you basically go around trying to heal big plants by whacking on them and taking out other minions in the process).

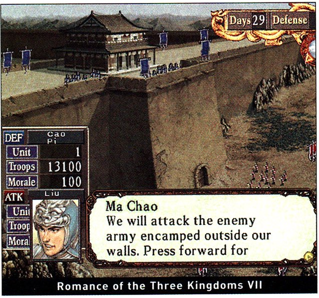
I'm not quite sure if the game's designers knew who they were targeting with this title, either. For a game that takes great effort not to show death (you don't kill enemies, you merely "rescue" them by setting them free from the spells they're under)—not to mention stars a unicorn named Pryzm—it's rather odd that it carries a teen rating and is actually quite difficult. Kids'll probably get turned off by the challenge and adults by the cutesy nature. Perhaps for those in between, it's a solid adventure.

Final Score ●●◖
Sam Kennedy

TEEN T
Players: 1
Memory Card: 114 KB

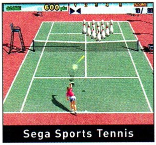


Pryzm Chapter One: The Dark Unicorn

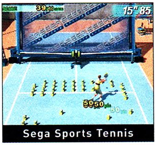


Ma Chao
We will attack the enemy army encamped outside our walls. Press forward for

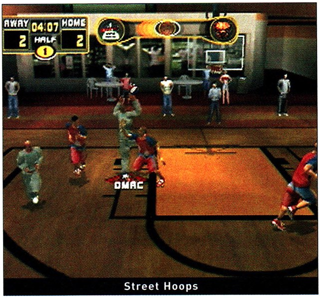
Romance of the Three Kingdoms VII



Sega Sports Tennis



Sega Sports Tennis



Street Hoops

Romance of the Three Kingdoms VII

Publisher Koei
Developer Koei
Web Site www.koei.com

The *Romance of the Three Kingdoms* games began on the NES, and it's sad to say they've barely changed since. Koei's perfectly capable of innovation with their historical strategy games (see *Kessen* or the upcoming *Dynasty Tactics*); it's just that they don't do it within this series.

Presentation aside for a moment, ***Romance VII* is essentially a version of Risk with more variables involved—lots more.** There are 51 cities to unite and 535 officers, ronin, prefects, warlords, and lieges populating them, and uniting China will require you become adept at using both the iron hand of war and the velvet glove of diplomacy.

Zhuge Liang
Heavens, lend me your power! Grant us the swiftness of immortals!

Romance

Domestic Commands

Romance

The diplomacy side will require a lot of careful memorization of Chinese names and the stats associated with them, as well as a lot of micromanagement—especially if you make it up to Liege status. But even in the beginning, you'll be forced to sit through what amounts to a slide show about a place you've never been and people you can't really bring yourself to care about, making choices that seem somewhat haphazard while earning either fame or notoriety—neither of which seems to bear any relation to your actual behavior. (If you're really lucky, you'll be invited to a poetry reading contest—no joke.) War, on the other hand, can be controlled either hands-off (yes, please give me *fewer* stimuli) or hands-on; should you choose the latter, you take on your enemies strategy-RPG style on a tactics-style battleground.

The big problem is that none of the tasks are that engaging, and are made less so by the graphics. No matter how silly it sounds, I can't shake the feeling this is actually a PSone game in a PS2 box. There are no polygons to be found anywhere in the game, and the 2D graphics vary wildly between sharp-looking character portraits and tiny, ugly, pixilated sprites. The ancient Chinese-inspired music is pleasant, but its soothing quality just helps put you to sleep faster than the gameplay already would. The audience who wants this game knows who they are, and for everyone else, there's nothing more to see here.

Final Score ●●◖
Nich Maragos

EVERYONE E
Players: 1
Memory Card: 669 KB

Sega Sports Tennis

Publisher Sega Sports
Developer Hitman!
Web Site www.segasports.com

You'd think Sega could dream up a title beyond the Atari 2600. But why bother? The well-titled competition has served up such crap, you'd think they were fixated on Sampras' French Open play.

No, *Tennis* is a new class of tennis game. Don't believe me? Try playing the World Tour for only five minutes. **It's the crack cocaine of sports games.** Just when you think you'll put the controller down, the game has auto-saved your progress and is whisking you away to one of eight stellar minigames.

"But they're just minigames," you say. "Minigames get *boring*." That's usually the case, because minigames historically haven't affected gameplay one sniff. With *Tennis*, minigames make the player. They'll teach you skills and hike up attributes from power to foot speed to pinpoint service. One serving minigame puts you into a five-frame game of bowling (a carry-over from *Virtua Tennis*); a footwork drill has you running around collecting flags strewn onto the court while tanks shoot paralyzing cannon balls at you. Fun!

So how's the tennis in *Tennis*? Superb against humans. But when you get deep into high-ranked CPU competition, you'll be crying like John McEnroe. They're cheap. They're too good, and it makes you wonder if you belong. As for hitting the ball, **I'd like it if I could pull off a better drop shot**, lofting it over the lip of the net. I feel like I'm hitting the ball with too little touch.

My biggest complaint is that you'll always play the world's best players. Bigger tourneys with a stable of skilled fakes would've given more gravity to the matches against the superstars. Instead, you play the stars in the first or second round, and they'll play to your skill level and national ranking. Another gripe comes from the created-player models. While the renderings of Monica Seles and Lindsay Davenport are so spot-on that casual tennis fans will recognize the pros, the created players (while fun to make) have no neck if they're short. Could someone explain that one?

This one's **a must-buy for tennis fans**, but any casual gamer looking for a competitive game should pick this up. It's a complete package.

Final Score ●●●●◖
Todd Zuniga

EVERYONE E
Players: 1-4
Memory Card: 361 KB

Street Hoops

Publisher Activision
Developer Black Ops
Web Site www.activision.com

If you're going to play *Street Hoops*, study this cheat sheet so you can nimbly replace "money" in your well-educated vocabulary. Repeat after me: paper, cheddar, jack, flow, clowns, ducats, clams, cake, scratch and Benjamins.

Why all these lyrics for a game? Because clockin' ducats is how to rep it. Win on the court in *Hoops*, and you'll fatten your pocket with tall clowns and platinum up and down your arm like a shirt sleeve.

Now I don't mean to overemphasize the value of clams. I'll always favor starving artists over big-mouths with 24-karat gold belt buckles. But ***Hoops* makes greed fun**, the way Gordon Gecko did in *Wall Street* during the '80s.

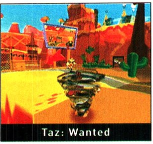
The game is simple: You hit the courts, and if you win, you'll score flow. You can then bet paper on the next game. The categories you can cash in on range from winner, leader at the half, most threes and most dunks. You can throw down up to 10k in Benjamins on any given category, and the bets are good for any of the game modes, so you can play one-on-one for all the clowns in your money clip, kid. **The problem is that you never get a sense of what you've won and lost. I'd like a betting ticket to help me remember my bets.**

While the front end of the game is tight, the gameplay needs more juice. Special moves, the game's expected bread and butter, aren't important enough. They seem too restricted, so I never feel like I'm viewing/performing the kind of wackiness that I'd see in the And-1 videos that I unlock. Maybe it's an *NBA Street* hangover, since that game's cartoony stylings allowed anything to happen. Another easy-to-fix failing is having to press Select to call a pick (your teammate will bury your defender with a hard shove)—it couldn't be more awkward.

***Hoops* is basically *NBA Street* on the streets that *Street* was afraid of.** The courts are real, the best ballers are real and like real life, it gives you lots of ways to spend your scratch. If you love street ball, there's no better game for a gaggle of hoops-crazy friends. Have someone bring the chips. You bring the smack talk.

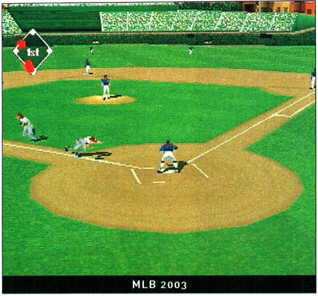
Final Score ●●●◖
Todd Zuniga

TEEN T
Players: 1-8
Memory Card: 125 KB

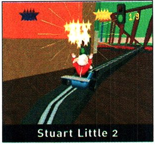


Taz: Wanted

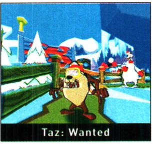
Capcom vs. SNK Pro



MLB 2003

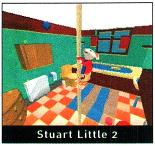


Stuart Little 2



Taz: Wanted

Capcom vs. SNK Pro



Stuart Little 2

Taz: Wanted

Publisher Infogrames
Developer Blitz Games
Web Site us.infogrames.com

Gamers might be quick to write off *Taz: Wanted* for two reasons: It's cel-shaded, and it's a licensed platformer. While that's understandable—the latter has a history of mediocrity; the former threatens to ensnare the entire PS2 library within its bold, black lines—it's unfair to a fairly solid game. In fact, the format and presentation are two of *Taz*'s biggest strengths.

First, the cel-shading. Sure, it's overdone these days, but when you've got a game based on a cartoon, it can work perfectly. **There are times when you can mistake the on-screen action for a Warner Bros. cartoon**, it's that well done.

Second, this is one of the few games to really use its license. Taz, the character, is all about wanton destruction; same goes for *Taz*, the game, which rewards you for indiscriminately laying waste to the levels. Even better, the huge areas are overstuffed with objectives, the main one being to destroy cleverly hidden "Wanted" posters. You can easily spend an hour in every level if you want to fully complete them.

Yet ***Taz* is sometimes too clever for its own good**. Those long levels can get boring, as I often felt like I was spinning my wheels while I spun back and forth, searching for Wanted signs, craving more action than the game offers. Control is also a bit gimpy, particularly with some of the special moves, which only adds to the frustration.

Final Score ●●●◖

Gary Steinman

Players: 1-2
Memory Card: 175 KB

Capcom vs. SNK Pro

Publisher Capcom
Developer Capcom
Web Site www.capcom.com

For you PSone owners who missed out on last year's *SNK vs. Capcom 2* for the PS2, here's the next best thing. *SNK vs. Capcom Pro* is basically the original *Capcom vs. SNK* that you might've seen in arcades or on the Dreamcast, but with a few terrific tweaks and additions, such as **better character balancing and strength level adjusting for team lineups**. And while it's nowhere near as polished a PSone fighter as, say, *Street Fighter Alpha 3*, there's still plenty of reason to check this one out, most importantly because of how cool it is to have these two fighting rosters at your disposal in one game. Putting together teams of both SNK and Capcom fighters never gets old (there are loads of favorites to choose from), and the gameplay is terrific as ever (not to mention surprisingly well-balanced).

The are a couple of drawbacks to this version, though. **The graphics, for example, are a little clunky**, with sprites lacking some animation (at least compared to arcade version and even other PSone Street Fighter games). The special effects look a tad pixilated, the fonts look a bit janky, and there's some spotty background art. Load times can also get annoying (get this: If you go with four characters per team, you're potentially looking at seven load times in a single match). Furthermore, **the controls and enemy A.I. don't seem to be as spot-on as you'd normally expect from a Capcom fighter**. They're definitely solid, but not quite perfect.

At least the game has a good amount of replayability, thanks to its wealth of characters and fighting styles, not to mention a point-earning system that's used to unlock characters and artwork.

Plus, the simple fact that the Capcom vs. SNK formula is so awesome means that this is pretty much a must-buy for hardcore PSone fighting fans. Even casual fighting game fans would be smart to check the game out. It's not the greatest Capcom home translation ever (it doesn't seem like as much care went into this as some of the previous Street Fighter installments), but it's still solid throughout. It's certainly not a bad choice for your last ever PSone fighter.

Final Score ●●●◖

Sam Kennedy

Players: 1-2
Memory Card: 1 block

Capcom vs. SNK Pro

Capcom vs. SNK Pro

MLB 2003

Publisher 989 Sports
Developer 989 Sports
Web Site www.989sports.com

There are lots of reasons to own *MLB 2003*, but above all, it's the only baseball game on the PSone. **Spring Training Mode is really where this game begins and ends for hardcore types** (though the true "hardcore" types figured a way to lie, cheat or steal to get $200 for a PS2, I imagine), and it makes me salivate for next year's promising PS2 version. You create a player and try to get him in the big league club. Perform well and you'll make the show. Stink it up and you'll be stuck in the minors.

Another plus is the pitcher/batter interface (though the batter lollygags to the plate). If you're patient enough to paint the corners, you'll have strikeouts out the wazoo. Which is always fun.

There are problems. **I could use a little leeway on the outfield catches.** The camera keeps its distance, and if you're not right on the spot, you'll drop it. Cut me some slack, it's a routine fly. Then again, routine fly balls always go straight. They don't curve in the least. I'm looking forward to new ball physics on PS2. And it's a bit frustrating that the fielders only run one of eight ways, limiting a fielder's range. Oh, and the crowds must be on Xanax. They don't make a peep.

The flaws are subtle, but easy to fix. But truly the game is fun. It's good, solid baseball. What else are you going to play if you're PSone-only? This one will definitely do.

Final Score ●●●●

Todd Zuniga

Players: 1-2
Memory Card: 6 blocks

Stuart Little 2

Publisher Sony CEA
Developer Magenta Software
Web Site www.scea.com

I can't think of one good reason for anyone to buy this game.

Let's say you're a big Stuart Little fan: Then just pick up the DVDs—I'm sure *Stuart Little 2* (the movie) will be out on disc soon enough. Or let's say you really love platformers: With so many better examples on the PSone, many of which sell for a scant $10, why not try *any* of those instead? Or let's say you need a kiddie game for your baby brother: You're better off buying a stronger title, like last month's *Dexter's Lab*, for example.

Now I'm not saying this is a bad game. In fact, ***Stuart Little 2* is altogether adequate. But even at its best, it's merely mediocre**—and that's just not good enough when you can buy any Crash or Spyro title for a third of the price.

If you do pick this up, you'll get a basic fetch quest dressed up as a platformer, with **simple goals, simple control and simple graphics**. You also get a handful of grainy clips straight from the movie. What you don't get is very much quality (or quantity, for that matter). Nor do you get a whole lot of fun.

Maybe the best thing about this game is how cute Stuart Little is. He looks pretty darn good—significantly better than his surrounding environments. He also has plenty of heartwarming messages for the kids, like: "You're as big as you feel!" It's just too bad this game isn't nearly "as good as it wants to be."

Final Score ●●◖

Gary Steinman

Players: 1
Memory Card: 1 block

IN THIS EDITION

This month in Replay we're saving the world from Nazis and Green Goblins, we're blowing off steam by playing a little Mark of Kri, then throwing around the ol' pigskin in *NCAA Football*. But that's just the half of it.

For the golfer in all of us, we hold your hand through *Hot Shots Golf 3*'s online tournament. For the PSone-only owners we point out a few tricky spots in *Spider-Man*, and for those using their PS2 only as a DVD player (what a waste!), we deliver the best and brightest Easter eggs for *Harry Potter* and *UHF*.

But wait, there's more! And not in that infomercial sort of way. We've got tips on the PS2 Greatest Hits titles, reviews from your fellow readers, and tricks for the top-selling games on PSone and PS2. Dig in.

SECRETS **REVEALED**

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SPECIAL **FEATURE:** PS2 GREATEST HITS

Cheap games equate to big sales, and that means you're looking for tricks. Where else would you go?

RESIDENT EVIL CODE: VERONICA X

This huge game just made the Greatest Hits list. That's why we suspect you'll need help.

ONIMUSHA

The sequel is on its way, which means you have to hurry up and beat the first one. We tip you off on killing Fortinbras.

PS2 Tricks and Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score. A number ❶ indicates it's rank in the top 10 selling games for each system.

Game	Publisher	Score	Issue
18 Wheeler: American Pro Trucker	Acclaim	●●●	52
4x4 EVO	GOD Games	●●●●	44
2002 FIFA World Cup	EA Sports	●●●●	58
Ace Combat 04: Shattered Skies	Namco	●●●●◖	51
The Adventures of Cookie & Cream	Agetec	●●●◖	44
Aggressive Inline	Acclaim	●●●●◖	59
Airblade	Namco	●●●●	53
All-Star Baseball 2002	Acclaim	●●●◖	44
All-Star Baseball 2003	Acclaim	●●●◖	56
Aqua Aqua	3DO	●●	42
Arctic Thunder	Midway	●	50
Armored Core 2	Agetec	●●●	39
Armored Core 2: Another Age	Agetec	●●●◖	48
Army Men Air Attack	3DO	●●●◖	44
Army Men: Green Rogue	3DO	●●	45
Army Men RTS	3DO	●●●●	56
Army Men: Sarge's Heroes 2	3DO	●●◖	45
⑤ ATV Offroad Fury	Sony CEA	●●●●	42

This is one of our favorite early PS2 games. As soon as you pick up the controller, it just feels right. While this game is a shell compared to its upcoming sequel, we still found a couple of codes you could put to use.

Get All the ATVs

Go into Pro-Career mode and name yourself "CHACHING" if you want all ATVs. It will then kick you back to the main screen, but now you'll have all the ATVs!

Perfect Drivers Wanted

Enter the Career mode and use "ALLOUTAI" for your name. You'll be shoved to the main menu, but the difficulty will be increased.

Open the Door to All Levels

Begin a Career mode and enter the name "WHATEXIT." You'll get booted to the main menu, but all the levels will be unlocked.

Game	Publisher	Score	Issue
Baldur's Gate: Dark Alliance	Interplay	●●●●◖	52
Barbarian	Titus	●●	57
Bass Strike Virtual Fishing Tournament	THQ	●◖	51
Batman: Vengeance	Ubi Soft	●●●	51
Blood Omen 2	Eidos	●●●◖	57
Bloody Roar 3	Activision	●●●◖	47
Britney's Dance Beat	THQ	●●●●	58
The Bouncer	Square EA	●●●	42
Burnout	Acclaim	●●●●◖	52
Capcom vs. SNK 2	Capcom	●●●●◖	51
CART Fury	Midway	●	47
Casper: Spirit Dimensions	TDK Mediactive	●●◖	50
City Crisis	Take 2	●●●	48
Cool Boarders 2001	Sony CEA	●●●●	46
Crash Bandicoot: The Wrath of Cortex	Universal	●●●◖	51
Crazy Taxi	Acclaim	●●●●	46
Dark Angel: Vampire Apocalypse	Metro3D	●◖	49
Dark Cloud	Sony CEA	●●●●◖	46
Dark Summit	THQ	●●●◖	52
Dave Mirra Freestyle BMX 2	Acclaim	●●●◖	50
Dead or Alive 2: Hardcore	Tecmo	●●●●◖	39
Deus Ex: The Conspiracy	Eidos	●●●●◖	56
Devil May Cry	Capcom	●●●●●	50
Donald Duck: Goin' Quackers	Ubi Soft	●●●◖	42
Downforce	Titus	●●	57
Dragon Rage	3DO	●◖	54
Drakan: The Ancients' Gates	Sony CEA	●●●●	53
Driven	Bam!	●	52
Driving Emotion Type-S	Square EA	●●◖	41
Dropship	Bam!	●●●●	57
Dynasty Warriors 2	Koei	●●●●	38
Dynasty Warriors 3	Koei	●●●●	52
Ecco the Dolphin: Defender of the Future	Acclaim	●●◖	56

Game	Publisher	Score	Issue
Endgame	Empire	●●	59
Ephemeral Fantasia	Konami	●◖	49
Escape From Monkey Island	LucasArts	●●●●●	46
ESPN International Track & Field	Konami	●●●	39
ESPN International Winter Sports 2002	Konami	●●●●	54
ESPN MLS ExtraTime	Konami	●●	44
ESPN National Hockey Night	Konami	●◖	45
ESPN NBA 2Night	Konami	●●	42
ESPN NBA 2Night 2002	Konami	●●●	56
ESPN Winter X Games Snowboarding	Konami	●●●	41
ESPN Winter X Games Snowboarding 2002	Konami	●●●	53
ESPN X Games Skateboarding	Konami	●●●●	49
Eternal Ring	Agetec	●●	38
Eve of Extinction	Eidos	●●◖	56
Evergrace	Agetec	●●	39
Evil Twin	Ubi Soft	●●	52
Extermination	Sony CEA	●●◖	48
Extreme G III	Acclaim	●●●●	50
F1 2001	EA Sports	●●●●●	52
F1 Championship	Ubi Soft	●●●●	43
F1 Championship Season 2000	EA Sports	●●◖	41
Fantavision	Sony CEA	●●●●	40
Fatal Frame	Tecmo	●●●●	55
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
FIFA 2002	EA Sports	●●●●◖	51
Final Fantasy X	Square EA	●●●●●	53
Fireblade	Midway	●●◖	59
Forever Kingdom	Agetec	●◖	53
Formula One 2001	Sony CEA	●●◖	50
Freekstyle	EA Sports Big	●●●●	59
Frequency	Sony CEA	●●●◖	52
Frogger: The Great Quest	Konami	●◖	53
Fur Fighters: Viggo's Revenge	Acclaim	●●●	46
Gadget Racers	Conspiracy	●●●◖	50
Gallop Racer	Tecmo	●●	48
Gauntlet: Dark Legacy	Midway	●●●◖	46
Giants: Citizen Kabuto	Interplay	●●●◖	51
Gitaroo-Man	Koei	●●●◖	53
Godai: Elemental Force	3DO	●◖	54
Gradius III and IV	Konami	●●◖	39
④ Gran Turismo 3: A-spec	SCEA	●●●●●	46

You want the bonus cars. You want all four of them. But you're having trouble getting them? Be troubled no more. Just get two memory cards and enough cash to buy the cars at the resale price. Then get ready to roll.

First, save your progress at the end of the second-to-last race as long as you have enough points to skip the last race. Then, you guessed it, skip the last race. Press X when the black circle is under the desired car. If you do not get the car you desire, reload card one and try again. Once the desired car is chosen, save it to your second memory card. Reload card one, skip the last race, and choose the desired car. Go to trade it in without saving in the main menu. Load the second card in the trade menu. Buy the previously chosen car, then overwrite and save to the second memory card. Reload the first memory card, skip the last race, choose the next car, then go to trade again. Load card two in trade. Next, buy all previously chosen cars, overwrite, and save to card two again.

Sounds taxing, but it's easier than you think. Repeat until you get exactly what you want. It's the only fair way.

Game	Publisher	Score	Issue
② Grand Theft Auto III	Rockstar	●●●●●	52

You've done it all? Well try these codes to keep the fun alive. Nothing better than sniping from high above with lots of ammo.

All Weapons

R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up.

Lots of Cash

R2, R2, L1, L1, Left, Down, Right, Up, Left, Down, Right, Up.

Full Armor Cheat
R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up.
Full Health Cheat
R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up.
Blow Up All Cars
L2, R2, L1, R1, L2, R2, Triangle, Square, Circle, Triangle, L2, L1.
No Wanted Level
Press R2, R2, L1, R2, Up, Down, Up, Down, Up, Down.

Game	Publisher	Score	Issue
Grandia II	Ubi Soft	●●●◖	53
GTC Africa	Majesco	●●◖	58
Guilty Gear X	Majesco/Sammy	●●●●	51
Gungriffon Blaze	Working Designs	●●●◖	39
Half-Life	Sierra	●●●●●	51
Harvest Moon: Save the Homeland	Natsume	●●●●	51
⑧ **Headhunter**	**Acclaim**	●●●	**57**

Star Locker
To access the Star Locker at the L.E.I.L.A. office, beat the records in all the VR Missions, then beat the game. A message will appear at the end of the credits telling you that you have unlocked the secret. You'll be able to access the Star Locker in V2 onward. Inside the Star Locker is every single weapon in the game, with unlimited ammo. Note: Opening the Star Locker at any time will permanently mess up your save, as you will be unable to pick up vital items in the game.
Door Password
You know the door on the second floor of the bikers' hideout? Enter "1993" as the password.
Killing Them Softly
Sneak up behind someone and press R1 + X to break their neck and kill them instantly. Note: This requires some practice.
Ramirez's Creepy, Crawly Friends
When you battle Ramirez's spiders, shoot them once, then stand over them. Press Action, then guide the spiders toward the door. Press Action again to make the spiders jump at the door. Eventually they will melt the mechanism with their acid blood so you can enter. Note: Acid blood is not tasty.

Herdy Gerdy	Eidos	●●●	56
Heroes of Might and Magic	3DO	●●◖	46
High Heat MLB 2002	3DO	●●●●	44
High Heat MLB 2003	3DO	●●●●◖	55
Hot Shots Golf 3	Sony CEA	●●●●	55
Ico	Sony CEA	●●●●●	50
Jade Cocoon 2	Ubi Soft	●●●◖	53
Jak and Daxter: The Precursor Legacy	Sony CEA	●●●●●	52
James Bond: Agent Under Fire	EA Games	●●●●	52
Jeremy McGrath Supercross World	Acclaim	●	53
Jonny Moseley Mad Trix	3DO	●◖	54
Kengo: Master of Bushido	Crave	●●●	42
Kessen	EA Games	●●●	39
Kessen II	Koei	●●●	51
Kinetica	Sony CEA	●●●●◖	50
King's Field: The Ancient City	Agetec	●●	55
Klonoa 2: Lunatea's Veil	EA Games	●●●●◖	47
Knockout Kings 2001	EA Sports	●●●●	42
Knockout Kings 2002	EA Sports	●●●●	55
Le Mans 24 Hours	Infogrames	●●◖	48
The Legend of Alon D'ar	Ubi Soft	●◖	54
Legends of Wrestling	Acclaim	●●◖	53
Legion: The Legend of Excalibur	Midway	●●●	59
Lego Racers 2	Lego Media	●●◖	51
Lethal Skies	Sammy	●●●	58
Mad Maestro!	Eidos/Fresh	●●●	56
Madden NFL 2001	EA Sports	●●●●◖	38
Madden NFL 2002	EA Sports	●●●●◖	48
The Mark of Kri	Sony CEA	●●●	59
⑩ **Max Payne**	**Rockstar**	●●●●	**53**

Go! Go and save the world from crime.
Unlimited Bullet Time
L1, L2, R1, R2, Triangle, X, X, Triangle.
Choose Any Level
Play through the game until you pass the subway level. Then press the Select button to return to the main menu and press the following: Up, Down, Left, Right, Up, Left, Down, Circle. After that, get picky, because you can choose whatever level you want to play.
Eight Pain Killer Pills
Press Start to pause, then press L1, L2, R2, R1, Triangle, Circle, X, Square. Nothing kills pain like that combination.

Game	Publisher	Score	Issue

Max Payne cont'd
All weapons and full ammunition
Pause, then press L1, L2, R1, R2, Triangle, Circle, X, Square.
Infinite Ammo
Pause the game, press: L1, L2, R1, R2, Triangle, Square, X, Circle.
Invincibility
Pause the gameplay and then press L1, L1, L2, L2, R1, R1, R2, R2. You may have to enter this code again after saving.

New modes? Why, yes
Beat the game to unlock the Dead on Arrival and the New York Minute difficulty modes.

Maximo: Ghosts To Glory	Capcom	●●●◖	54
MDK2 Armageddon	Interplay	●●●◖	45
Metal Gear Solid 2	Konami	●●●●●	51
③ **Medal of Honor: Frontline**	**EA Games**	●●●●●	**58**

Beating Into the Breach
Objective #1: Clear Machine Gun Bunker
Once the bunker is cleared, man the machine gun and obliterate the Krauts coming down the tunnel. They may look like GIs from a distance, but they're Nazis through and through.
Objective #3: Find Smoke Grenades
Picking up the grenades is the easy part. The hard part is taking out those guys behind the tables. Our advice: Charge! With guns blazing and your finger on the melee button just in case.
Objective #5: Mark Gun Deck With Smoke Grenade
Once you've cleared the gun deck, you have to wait until the other deck is "cleared." Once it is, a plane comes in to whitewash it with bombs. Go to the center of the deck you're on and press the Action button. Once you do, get out of the bunker in a very quick hurry, or you'll be part of the explosion. Run out of the door you came in, veer to the left, and head out of the metal door that's now opened. After that, the deck will stop existing and you'll be home free.

⑥ **Midnight Club**	**Rockstar**	●●●●	**39**

Drive on U.S.S. Enterprise
Choose the New York map. From the starting point, go forward one block, take a right, take the second left, go on block, take a soft right. Go as fast can for one block. Then, go straight through the stoplight, into the building that sits beside the water, up the ramp, and into the opening in the side of the aircraft carrier. A ramp at the far end of the hangar leads to the top of the ship.
Unlock the Smuggler's Run Buggy
Have a save file from both *Smuggler's Run* and *Midnight Club* on the same memory card, and the Smuggler's Run Buggy will appear in your garage.
Hidden FMV Sequence
Wait approximately 30 seconds at the start screen, and an FMV sequence featuring the Beta car will begin.
Information in this section was contributed by ssj693.
Manhattan Police
Complete Manhattan level 10 in Head-2-Head mode.
London Police
Complete London level 10 in Head-2-Head mode.
All Cruseros
Complete Manhattan levels 1, 4, and 7 in Head-2-Head mode.

Mike Tyson Heavyweight Boxing	Codemasters	●	58
Mister Mosquito	Eidos/Fresh	●●●◖	56
MLB Slugfest 20-03	Midway	●●●●	59
Mobile Suit Gundam: Journey to Jaburo	Bandai	●	48
Mobile Suit Gundam: Zeonic Front	Bandai	●●●	54
Monster Rancher 3	Tecmo	●●●●	50
Monsters, Inc.	Sony CEA	●●●◖	55
Moto GP	Namco	●●●●	39
Moto GP2	Namco	●●●●◖	53
Motor Mayhem	Infogrames	●●●	47
MTV Music Generator 2	Codemasters	●●●	46
The Mummy Returns	Universal	●◖	52
MX 2002 Featuring Ricky Carmichael	THQ	●●●●	47
MX Rider	Infogrames	●●●◖	52
MX Superfly Featuring Ricky Carmichael	THQ	●●●◖	59
Namco Museum	Namco	●●●◖	53
NASCAR 2001	EA Sports	●●◖	40
NASCAR Heat	Infogrames	●●●●	47
NASCAR Thunder 2002	EA Sports	●●●●◖	51
NBA 2K2	Sega Sports	●●●●●	53
NBA Hoopz	Midway	●●●	44
NBA Live 2001	EA Sports	●●●	42

PS2 GREATEST HITS

GRAN TURISMO 3: A-SPEC

There are a couple of *GT3* tricks we like more than others. Especially the sure fire way to win at multiplayer. Read on.

Poppin' a Wheelie

You'll need a Suzuki Escudo Pikes Peak Version with all available upgrades and modifications, including a stage 4 turbo kit and Super Soft racing tires. Go into the vehicle settings and make the following adjustments:

Tires:
Racing Super Soft front and rear.
Suspension:
Spring Rate: 4.0 front/4.0 rear
Ride Height: 75 front/75 rear
Shock Bound/Rebound: Level 7 all around
Camber/Toe Angles: All at 0
Stabilizers: Both at Level 4
Brakes:
Brake Balance: L9 front/L9 rear
Drivetrain:
Limited-Slip: Bring all Limited Slip differentials down to 5.
Gear Ratio: Bring the auto setting to level 48; then bring the final gear to 3.012; finally, set the individual gears as low (i.e., as far to the left) as possible. You should be left with:
1st 4.604
2nd 2.888
3rd 2.014
4th 1.485
5th 1.157
6th 0.875
7th -----
FIN 3.012
Other:
Downforce: 0.38 front/1.08 rear
ASM: 0
TCS: 0
VCD: 10%

The replays are sweet

You can do it, really

When you start the Max Speed Test, turn the car around and circle the track in the other direction. Once around isn't enough to build up the speed you're looking for. Going the opposite way means that the test will not end until you exit it yourself (don't worry, it will save your speed records). Be forewarned that the car will turn very poorly, so line yourself up properly on the straightaways.

Your front tires should begin lifting off the ground at about 225 mph, at which point you will quickly begin gaining tremendous speed.

John Damiani
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The Ol' Memory Card Switcharoo

The easiest way to get fast cash in *GT3* takes a little work at first. I purchased a Toyota Sprinter and put as many racing mods as the remaining $5K-plus allowed. I then saved my game and turned the console off. I pulled out my memory card and started all over. Then I started the game in Simulation Mode with the allotted $18K. I put the memory card back into slot two and went to the garage and selected the Trade option. This option will transfer car info from slot two to slot one. The game then asked if I wanted to buy the car on that file. I selected "yes," and I bought the car for the original list price, but the racing mods were already installed. Kind of like getting free parts from the dealer. This will give you a leg up on the competition.

Troy Thorpe
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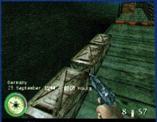
How to Win a *GT3* Multiplayer Race After Eating a Huge Hamburger

It helps to have a large carbonated beverage handy, and experience in the Belching arts. To perform this trick, simply wait until a crucial point in the race. Then, unleash a belch of large proportions in your opponent's face. In the brief moment when he closes his eyes in disgust, ram him into a wall! You should have no problem winning then.

Philip Nova
philipnova@vom.com

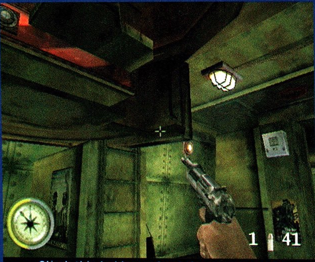
FRONTLINE: BEAT THE TRAIN

A car-by-car look at *Medal of Honor: Frontline*'s most brutal levels

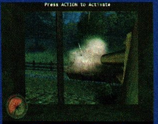


Shoot these crates

Line this guy up



Climb this ladder and get the cannon ready



Fire at the front!

Walther P38
3 65

Kill 'em in their sleep

Lay back and fire

Don't just stand there!
Kill him!

You can't kill this guy

CAR #1: PUSHER CAR
Your starting point offers something that might surprise you. See those boxes that are to your immediate left? Pop a cap in them and you'll find some serious goodies, namely an STG-44 packed with ammo. But remember not to admire your new rifle too long. From your rear will be a trolley with serious machine gun accuracy.

CAR #2: PUSHER CAR
See those two big crates to the left? Ignore them. They're empty. But that barrier on your right could be a life saver. If you took too long to get the boxes from Car No. 1, then you might need to duck by this one while you crawl.

CAR #3: PANZERJAGER CAR
It's a tank, but you can't get inside. Press Triangle to jump past/over it so you can enter the fourth car.

CAR #4: TWO-TURRET GUN CAR
Ease into this car to kill the two kind gentleman having a smoke. You can kill the first before he knows what's hit him, and the second if you rush in firing. Once they're dead, find the ladder to the front of the car. You missed it at first, didn't you? (Finish off Car #5 first, before you do this part, though). Climb the ladder and you can take out that nuisance of a car that's lighting you up. Shoot the front of the car to kill it.

CAR #5: TROOP CARRIER
You've killed the two sleeping guards. That's all the threat here.

CAR #6: TROOP CARRIER
You'll have to burn down three soldiers in this car. The first is a breeze, but the other two won't be so easy. Use the left side of the train to guard you during reloading. There's a medical kit you can't pass up and lots of STG rounds.

CAR #7: FLAK CAR
The lone gunman in this car might cause you problems if he knows you're coming. Otherwise he'll be putzing around at the desk, reading the latest copy of *Playboy*. Don't forget to glom onto the Panzerschreck that's in the middle of the car, leaning against the wall.

CAR #8: PANZERJAGER CAR
This car won't have anything on it...at first. After you're discovered, three soldiers will move in to take you down. Stick with your STG and keep them at bay while standing in Car No. 7. Once they're gone, make a run for Car No. 9. After all, there is a scout car next to you that's out for blood.

CAR #9: INFANTRY CAR
You're going to be tempted to use the machine guns that are positioned on the right side of this car. But don't. This car should look like the track to the 100-meter dash, because you have to run like the dickens to get past it.

CAR #10: TANK CAR
You'll want to sprint past this car, too. Make sure your STG is loaded to the hilt. You'll need it once you burst through the next set of doors.

CAR #11: TWO-TURRET GUN CAR
Inside will be two guards with guns blazing. It seems they were expecting you. Once they're dead, wait for Car No. 12's inhabitants to pour through the door. There will be four to kill altogether. For those who don't rush in, go after them. After they're all dead, head back to Car No. 11. Climb the ladder to blast the scout car. But be careful! Those guys can put a shell right into your maw, killing you instantly.

CAR #12: TROOP CARRIER CAR
You already killed everyone here, if you've been reading through this. Carry on, soldier. But if you die later on and have to go back, think about shooting those ammo boxes on the left side of the car. They're volatile.

CAR #13: COMMAND CAR
There should be very little to do here, but keep on your toes. One officer should know you're coming, so he'll be hiding. He's a chump, though. The ultimate goal is to maim the radio. Once it's blown, expect a flood of problems from Car No. 14.

CARS #14 &15: TANK CARRIERS
These cars have no threat on them, but to your right you'll see serious problems. Wait for the turret of the Heavy Scout Car to point in the opposite direction, then run past on the far left side. It'll keep you safe from machine gun fire.

CAR #16: TWO-TURRET GUN CAR
You'll have to down three turds with STG's in this car. Shouldn't be a problem, but consider lighting them up with the Panzerschreck. Or you could shoot the turret ammo to get an explosion. Once the Nazis are mincemeat, climb the ladder and take out the scout car. Shoot at the front of the first turret to knock it out. Also, watch the turrets. If they turn to shoot you, get off the ladder and wait a second in the middle of the car.

CAR #17: BOX CAR
Nothing to fear here. Though you can light up those boxes if you're in an ammo-wastin' mood.

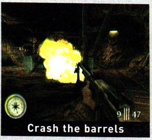
CARS #18 & 19: TANK CARRIERS
No worries here. Carry on.

CAR #20: PANZERJAGER RAIL
You'd think something was going to go down, considering the big turrets you have access to, but nothing will. Walk through at your leisure.

CAR #21: STURMGEIST'S CAR
Once you're inside this car, it will seem like there's no threat, but that is best described as a false sense of comfort. As soon as you reach Sturmgeist, he'll sic two guards on you that have execution on their mind. Try moving to the car's entrance and then throwing your Steil grenade in to make a mess. If that doesn't work, back up and wait for the guards to get impatient. Then light them up with your STG-44. Each guard will take quite a few shots to put down. These guys are big-time. After you kill them, pick up the briefcase and you'll see Sturmgeist escaping on the rear of the train. Way to go.

THE ALTERNATE RAIL SYSTEM

The Enemy Mine wants you to earn the gold medal. With our math, we figure you'll have to knock out 33 Nazis to get your medal, which means you'll have to be quick, smart and a little shady. Follow these steps:



Crash the barrels

- Before entering the cart, look left. Pick up the mad amounts of ammo.
- Stick with your BAR. It'll fire fast and steady.
- Blow up the barrels. That'll clear out two or three guys instead of just one.
- Go after any Bazooka Joes. If they've got a bazooka, they'll end your ride. Kill them fast.
- Reload after entering a new "section" of the mine.
- After reloading, pause the game to get a lay of the land. It's tricky, but you're the one who just wants the gold medal.

Game	Publisher	Score	Issue
NBA Live 2002	EA Sports	●●◖	51
NBA ShootOut 2001	Sony CEA	●●◖	44
NBA Street	EA Sports Big	●●●●●	47
NCAA Final Four 2001	Sony CEA	●	41
NCAA Final Four 2002	989 Sports	●◖	52
NCAA Football 2002	EA Sports	●●●●◖	48
NCAA GameBreaker 2001	Sony CEA	●◖	41
NCAA March Madness 2002	EA Sports	●●●	53
NFL 2K2	Sega Sports	●●●◖	52
NFL Blitz 2002	Midway	●●●●	55
NFL GameDay 2001	Sony CEA	●	40
NFL GameDay 2002	Sony CEA	●◖	53
NFL Quarterback Club 2001	Acclaim	●●◖	50
NHL 2001	EA Sports	●●●●	38
NHL 2002	EA Sports	●●●●◖	50
NHL FaceOff 2001	Sony CEA	●●●◖	43
NHL Hitz 2002	Midway	●●●●	51
No One Lives Forever	Sierra	●●●◖	56
Okage: Shadow King	Sony CEA	●●●	51
Oni	Rockstar	●◖	43
Onimusha: Warlords	Capcom	●●●●	43
Orphen: Scion of Sorcery	Activision	●●●	39
Pac-Man World 2	Namco	●●●●◖	54
PaRappa the Rapper 2	Sony CEA	●●●◖	53
Paris-Dakar Rally	Acclaim	●●	53
Pirates: The Legend of Black Kat	EA Games	●●●◖	55
Portal Runner	3DO	●●	50
Project Eden	Eidos	●●●◖	52
Q-Ball Billiards Master	Take 2	●●●◖	40
Quake III Revolution	EA Games	●●●●◖	44
Rayman 2 Revolution	Ubi Soft	●●●●●	41
Rayman Arena	Ubi Soft	●●●◖	57
RC Revenge Pro	Acclaim	●●◖	41
Ready 2 Rumble Boxing Round 2	Midway	●●●●	40
Real Pool	Infogrames	●●●◖	40
Red Card Soccer 20-03	Midway	●●●	57
Red Faction	THQ	●●●●●	46
Resident Evil–Code: Veronica X	Capcom	●●●●◖	48
Rez	Sega	●●●●◖	53
Ridge Racer V	Namco	●●●●◖	38
Ring of Red	Konami	●●●●	43
Rugby	EA Sports	●●●◖	48
Rumble Racing	EA Games	●●●●◖	45
Rune: Viking Warlord	Take 2	●●◖	48
Salt Lake 2002	Eidos	●●◖	55
Savage Skies	Bam!	●●●	56
Scooby-Doo: Night of 100 Frights	THQ	●●●	58
Shadow Hearts	Midway	●●●●	52
Shadow of Destiny	Konami	●●●◖	43
Shadowman: 2econd Coming	Acclaim	●●	57
Shaun Palmer's Pro Snowboarder	Activision	●●◖	52
Shifters	3DO	●	58
Silent Hill 2	Konami	●●●●◖	50
Silent Scope	Konami	●●●	39
Silent Scope 2	Konami	●●●◖	49
Silpheed: The Lost Planet	Working Designs	●●●◖	40
The Simpsons Road Rage	EA Games	●●●	52
Sky Gunner	Atlus	●●●◖	58
Sky Odyssey	Activision	●●●	40
Sled Storm	EA Big	●●●◖	55
Smash Court Tennis Pro Tournament	Namco	●●●◖	56
Smuggler's Run	Rockstar	●●●●◖	39
Smuggler's Run 2: Hostile Territory	Rockstar	●●●●◖	52
Soccer America: International Cup	Hot-B	●●	48
Soccer Mania	EA/Lego	●●●◖	59
Soldier of Fortune	Majesco	●●●	52
Soul Reaver 2	Eidos	●●●	52
Space Race	Infogrames	●●◖	59
Spider-Man	Activision	●●●●◖	57
1 **Spider-Man**	**Activision**	●●●●◖	**57**

It figures that we'll be covering this game for a while. It's fun, the movie is still making money, and we love Spidey. So unlock this stuff by using these extremely handy codes:

Play as Shocker: HERMANSCHULTZ
Play as Scientist: SERUM
Play as Thug: KNUCKLES
Play as Spike: STICKYRICE
Play as Shocker Thug: THUGSRUS
Play as Helicopter Cop: CAPTAINSTACEY
Play as Old Super Soldier: FREAKOUT
Play as Cop: REALHERO
Play as Mary Jane: GIRLNEXTDOOR
Unlimited Webbing: ORGANICWEBBING
All Combos Available: KOALA
All Levels Available: IMIARMAS
Bullet Time Mode: DODGETHIS
Big Head Thugs: JOELSPEANUTS
Micro Spidey: SPIDERBYTE
Big Head and Feet: GOESTOYOURHEAD
First-Person Mode: UNDERTHEMASK
Unlock Everything: ARACHNID

Game	Publisher	Score	Issue
Splashdown	Infogrames	●●●●	52
Spy Hunter	Midway	●●●●◖	50
SSX	EA Sports BIG	●●●●●	38
SSX Tricky	EA Sports BIG	●●●●●	52
Star Trek Voyager: Elite Force	Majesco	●●◖	53
Star Wars: Super Bombad Racing	LucasArts	●●	45
9 **Star Wars: Jedi Starfighter**	**LucasArts**	●●●◖	**56**

Hidden Objectives: A Complete List for Single-Player Mode

Training 1: Destroy targets quickly, then eliminate Saesee Tiin's shields.
Training 2: Finish quickly, beat Tiin.
Training 3: Finish quickly, beat Jinkins.
Training 4: Same as Training 3.
Training 5: Defeat Tiin in a dogfight.
Mission 1: Destroy unknown ship after the lander appears.
Mission 2: Keep all enemy ships from landing on the beach.
Mission 3: Destroy droid starfighters in hangar.
Mission 4: Destroy tractor beam towers.
Mission 5: Destroy all enemies.
Mission 6: Finish in less than nine mins.
Mission 7: Destroy all freighters.
Mission 8: Destroy all landers and freighters.
Mission 9: Destroy all hex deployers.
Mission 10: Save all tugs.
Mission 11: Destroy all landers.
Mission 12: Destroy all turrets.
Mission 13: Destroy all bunkers.
Mission 14: Save all transport ships.
Mission 15: Save all cruisers.

Game	Publisher	Score	Issue
Star Wars Racer Revenge	LucasArts	●●●●◖	55
Star Wars: Starfighter	LucasArts	●●●●◖	43
State of Emergency	Rockstar	●●●	55
Stitch: Experiment 626	Sony CEA	●●◖	59
Street Fighter EX 3	Capcom	●●●◖	39
Stretch Panic	Conspiracy	●●●◖	47
Stuntman	Infogrames/Atari	●●●	59
Summoner	THQ	●●●	39
Sunny Garcia Surfing	Ubi Soft	●●●◖	51
Super Bust-A-Move	Acclaim	●●●	41
Supercar Street Challenge	Activision	●●◖	52
Surfing H30	Rockstar	●●	40
Swing Away Golf	EA Games	●●●	38
Tarzan Untamed	Ubi Soft	●●●◖	52
Tekken Tag Tournament	Namco	●●●●◖	39
Test Drive	Infogrames	●●●◖	58
Test Drive Off-Road: Wide Open	Infogrames	●●●	48
Tetris Worlds	THQ	●●	57
Theme Park Roller Coaster	EA Games	●●●●	41
Thunderstrike: Operation Phoenix	Eidos	●◖	52
Tiger Woods PGA Tour 2001	EA Sports	●●●	44
Tiger Woods PGA Tour 2002	EA Sports	●●●●	55
Time Crisis 2	Namco	●●●●	49
TimeSplitters	Eidos	●●●●●	39
Tokyo Xtreme Racer Zero	Crave	●●◖	45
Tony Hawk's Pro Skater 3	Activision	●●●●●	51
Top Angler	Xicat	●●●◖	57
Top Gear Dare Devil	Kemco	●●●◖	41
Top Gun: Combat Zones	Titus	●●●	50
Transworld Surf	Infogrames	●●●◖	57
Triple Play 2002	EA Sports	●●	55

PS2 GREATEST HITS

TWISTED METAL: BLACK

CLOBBERING THE MIDTOWN SUBURBS

This level is large and spread out, which can work in your favor. Simply stay to the outskirts and wait for your rival cars to seek you out, and you'll have a better chance of not getting ripped apart. Since it can take awhile for health power-ups to respawn, cooling off in the middle of nowhere can buy you some time. As much fun as it can be, it's usually best to stay out of the town area, as that's where most of the cars will congregate. One good spot to take out enemies is found in the town, though. Jump to the top of the A&L Transportation building and then from there jump to other buildings in the town. You'll find lots of power-ups and you'll also be able to take out enemies below with homing weapons.

Ahoy, the Ferris wheel

FERRIS WHEEL

Have you ever wanted to cut a Ferris wheel from its moorings and watch it smash through your town? Now you can live out this fantasy vicariously through *Black*! Simply fire away at it and watch it roll, taking out any cars in its path!

SANCTUARY LIES WITHIN

At the edge of the town, you will find a fairly large church. If you shoot the front or back of this structure, you will be able to hide inside and collect a nice Health Power-Up. And if you don't shoot through both walls, you can also use the church as a hiding spot.

UNLOCK THE PRISON LEVEL

Jump to the top of the long narrow building in the factory district and shoot the vent that is closest to the ocean to reveal the Black Cube.

MIDTOWN EXPRESS 104

Although it encompasses a wide variety of terrains, this level doesn't offer many good places to hide, making mobility the key to staying alive. Keep moving, and avoid the area immediately below the massive bridge where the trains pass, as it will get congested with cars. Overall, the State Hospital offers the most sanctuary from conflict, but watch out when you jump into it—if you aim too far to the right, you'll die. Also, the Stadium area is great for fast cars such as Spectre.

That's one huge arm

DERAIL THE TRAIN

Show off your wicked side by lobbing a gas can at the bridge that the trains continually pass over. If your aim is true, the bridge will collapse, and any train that tries to cross will derail in a glorious display of carnage. Other than looking cool, this doesn't really serve any purpose, though.

RACE RUMBLE

There is a stadium in the back section of this level where go-karts are racing. Although the wide open spaces may deter you from this area, you will find a Repair Station in the middle of the course. The cars racing around can make things interesting, though: they'll also attract homing missiles.

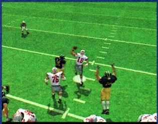
Nothing's quite like a storm

ENVIRONMENT WEAPON: LIGHTNING STORM

If anyone is camping in the factory district, a jolt of lightning from the Environment Weapon will make them rethink their plans.

NCAA 2003: BE A CONTENDER

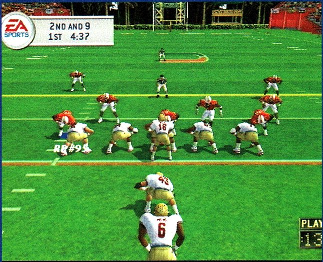
Tips to bring the National Championship to your university



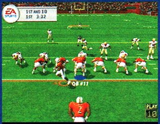
Jump to block the pass

1ST AND 10
1ST 4:37

Shift your lines



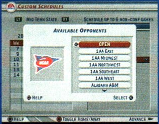
See that antsy linebacker there? He's blitzing



Man to man coverage

Stiffarms rule

Hold Circle to tackle



Open up weeks like this

KNOW YOUR STRENGTHS

This tip is twofold.

First, if you're going to play dominating football, you have to know your team. Go to Options and then to Roster and find your ball club. Find out the star players (players rated with an 85 or above), and play to your team's strengths. If your fullback is the best player, use him. If it's your middle linebacker, punt the ball away on 4th downs and let your D do you proud.

Secondly, if you're going to build a Dynasty from scratch, you're going to have to play to your strengths as a gamer. If you love running the option, don't recruit some jackass pocket-passer who'll have a 30 rating on speed. Go after the scramblers. That designation is listed when you press Select on a player. It's on the upper-left hand corner of the screen.

Same with your running backs. If you're good at running with power, don't pick some 165 lb. scatback who's good at catching passes in the flat. Go after the rebel rousers who weigh in at 225.

READING THE DEFENSE

You may be the type of guy who plays the game without ever considering what the defense is doing. You just want to play, you don't *care* about the defense. Fine. But what we're about to tell you will make it fun and easy to read the defense. Stressing the "easy."

Pre-Snap Adjustments

It'll take a second to figure out some things, but it's well worth it. First, put a player in motion. Is the defender following him or not? And what does this mean?

Man-to-Man Defense

If he is following, then the defense is likely playing a man-to-man.

If that's the case, it's a good idea to use your hot routes to make your key receiver run a fly pattern. (Say your best receiver's icon is Square. Press Triangle, hold Square then press Up on your D-Pad.) He'll now run straight up the field, and he'll only have a single man covering him.

Zone of the Defenders

If the man isn't following your man in motion, the defense is most likely playing a zone.

If that's the case, it's a good idea to hot route to outs or curls. (To initiate outs or ins, press Triangle, hold the icon of your receiver, push Left or Right; push Down for curls.) The zone will play off your receiver and you can whip the ball in for a shorter, but effective gain.

Charging Hard

If you take a look at the defense and those guys are tip-toeing to the line of scrimmage, that means they're probably going to blitz. Expect heat to come from that spot. It also means that player isn't going to be able to cover a receiver. Once you snap the ball, look to toss to the open receiver in a hurry. If you stand around, you might find your helmet knocked off. With your head inside of it.

A Little Help From Your Friends

Run blocking from receivers can mean the difference between a 10-yard sprint and a 60-yard TD run. By putting your receiver in motion, you can load one side of the field with blockers, or you can get a "seal block" that will seal off the defenders from getting to your halfback.

BUILDING A DYNASTY

Winning games is the easiest way to build a powerhouse. Winning games means television exposure, television exposure means you're in the national spotlight, and the national spotlight means you get more recruiting points and better recruits. But, maybe you didn't go 10-1 and you don't have a six-star Dynasty to work with. Bummer. But that's where the fun comes in, and that's where recruiting in *NCAA* is really a blast. Here are a few tips to keep your record on the up and up.

Local Loyalty

Players love playing near their homes. Which means if you're the coach of Syracuse you shouldn't try recruiting too many guys from Oregon. It also means that a blue-chipper from New Jersey might take an interest in your New York-based team, even though he's not interested at first.

Make a point of looking over your local prospects. They could very well be the backbone of your team.

Three-star value

If you simulate a Dynasty season and check out the top recruiting classes, the middle of the road teams are lucky to snare any four-star players, let alone five-star players. You can build a great team with three-star guys, so get to it. Don't ignore the best three-star guys when you're rebuilding your club. Otherwise you'll have 11 one-star players and no chance to reach the .500 mark next season.

Kicking It Old School

Recruit a kicker if there's a good one out there. Good kickers are both rare and invaluable.

Depth Rules the Conference

Don't get yourself in a situation where you're going to have a walk-on start. If you have good depth, the injury bug won't have such a searing bite.

Point distribution

Each player is different, but when you're spending your recruiting points, consider the value of the player to your team. No blue-chipper is going to sign unless you put all of your eggs into his basket. On the other hand, a highly interested three-star player might come to your campus with just a head coaching visit. You have to decide how valuable the player is to you.

SETTING UP YOUR SCHEDULE

Last year, *NCAA* shook the foundation of your dorm. But this year, you can change the schedule, making for even more hours of study-free college time! Here are tips on getting a schedule together so the human versus human games coming.

Don't Lose Patience

If there's a game you *really* want on your schedule, you'll get it. Sometimes you'll be trying to schedule a team already on your schedule (check your conference games!).

But if they're *not* on your schedule, create more Open Dates by going to a week, pressing X and scrolling to the top and selecting Open. Sometimes you'll run into a problem of not being able to get an Open Date. That means you need to either switch the team you're playing for that week or fill up another Open Date first. *Then* go through each week and search for the team you want.

If you're playing in a multi-person Dynasty (and you should be!), you may have to change games for both teams to coordinate the schedules. We set up a seven-person Dynasty, and each of us ended up with four human-versus-human games.

Don't Overdo It

If you want to win the national championship fair and square, you're going to need some easy games on your schedule (particularly if you're in the Big 10 or the SEC). Use your Open Dates wisely. Playing a 100th ranked team makes sense, specifically since you'll have plenty of ranked teams to bolster your stats along the way.

Game	Publisher	Score	Issue
Triple Play Baseball	EA Sports	●●	45
Tsuganai: Atonement	Atlus	●●●	53
Twisted Metal: Black	SCEA	●●●●●	47

The lowered pricetag lured many of you back to one of the darkest games on the system. You might as well have codes to go with all that darkness, right?

Invincibility

During the game, press and hold all four shoulder buttons (R1, R2, L1, L2), then quickly press Right, Left, Down and Up. Tah-dah—no more controller tossing.

God Mode

Or, become the ultimate badass with this little secret. It gives you unlimited health, weapons and more. During the game, hold down all four shoulder buttons, then quickly press Up, X, Left and then Circle.

Game	Publisher	Score	Issue
UFC Throwdown	Infograme	●●●◖	58
Unison	Tecmo	●●●◖	44
Unreal Tournament	Infogrames	●●◖	40
Vampire Night	Empire	●●◖	52
Victorious Boxers	Empire	●●●◖	51
Virtua Fighter 4	Sega	●●●●●	55
War Jetz	3DO	●●◖	48
Warriors of Might & Magic	3DO	●●◖	44
Wave Rally	Eidos	●◖	53
Way of the Samurai	Bam!	●●●◖	59
Wild Wild Racing	Interplay	●●●	39
Winback	Koei	●●●●	43
Wipeout Fusion	Bam!	●●●●◖	57
Wizardry: Tale of the Forsaken Land	Atlus	●●●	53
Woody Woodpecker: Escape from Buzz Buzzard Park	DreamCatcher	●●●	57
World Destruction League: Thunder Tanks	3DO	●●●	42
World of Outlaws: Sprint Cars	Infogrames	●●●●	55
World Tour Soccer 2002	Sony CEA	●●●●	53
WRC: World Rally Championship	Bam!	●●●●●	57
WTA Tour Tennis	Konami	●	57
WWF SmackDown! Just Bring It	THQ	●●●◖	52
X Squad	EA Games	●●●◖	38
Yanya Caballista: City Skater	Koei	●●●◖	49
Zone of the Enders	Konami	●●●●◖	44

PS ONE TRICKS AND REVIEW ARCHIVE

Game	Publisher	Score	Issue
007 Racing	EA Games	●●●	41
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
102 Dalmatians: Puppies to the Rescue	Eidos	●●●◖	41
2002 FIFA World Cup	EA Sports	●●●●	58
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Action Bass	Take 2	●●	37
Action Man: Operation Extreme	Hasbro	●●●	41
Akuji the Heartless	Crystal Dynamics	●●●	18
Aladdin in Nasira's Revenge	Sony CEA	●●	45
Alexi Lalas International Soccer	Rockstar	●	23
Alien Resurrection	Fox Interactive	●●●	38
All-Star Slammin' D-ball	Agetec	●●◖	56
Alone in the Dark: The New Nightmare	Infogrames	●●●●	47
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◖	37
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arc the Lad Collection	Working Designs	●●●●	52
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●◖	31
Armorines: Project S.W.A.R.M.	Acclaim	◖	35
Army Men 3D	3DO	●●●	20
Army Men Air Attack	3DO	●●●●	27
Army Men Air Attack 2	3DO	●●●◖	39
Army Men: Team Assault	3DO	n/a	n/a
Army Men: Green Rogue	3DO	●◖	47
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●◖	40
Army Men: World War	3DO	●◖	34
Army Men World War: Final Front	3DO	●◖	45
Army Men World War: Land, Sea, Air	3DO	●◖	39
Arthur! Ready to Race	The Learning Co.	●	42
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
Atari Anniversary Edition Redux	Infogrames	●●	53
Atlantis: The Lost Empire	SCEA	●●●●	48
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ball Breakers	Take 2	●●●◖	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubi Soft	◖	39
Batman: Gotham City Racer	Ubi Soft	●◖	46
Battle Hunter	Agetec	●◖	48
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro	●◖	5
Big Air	Accolade	●◖	20
Big Bass Fishing	Take 2	◖	58
Big Ol' Bass 2	Konami	●●◖	45
Billiards	Agetec	●●◖	45
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blade	Activision	●●◖	41
Blast Lacrosse	Acclaim	●●◖	48
Blast Radius	Psygnosis	●●●◖	19
Blaster Master: Blasting Again	Crave	●●●	38
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Blues Big Musical	THQ	●●●	46
Board Game: Top Shop	Agetec	●●●●	45
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman Party Edition	Vatical	●●◖	38
Bomberman World	Atlus	●●◖	13
The Bombing Islands	Kemco	●●◖	47
Boombots	SouthPeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Bowling	Agetec	●●	43
Boxing	Agetec	●●●	45
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro	●●	39
Breath of Fire III	Capcom	●●●◖	9
Breath of Fire IV	Capcom	●●●◖	40
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Builder's Block	Jaleco	●●●◖	35
Burstrick Wake Boarding!!	Natsume	●◖	45
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 4	Natsume	●●●●	17
Bust-A-Move 99	Acclaim	●●	19
Buzz Lightyear of Star Command	Activision	●●◖	39

PS2 GREATEST HITS

RED FACTION

This is one tough game with lots of tough levels. Here are tips on the last levels of the game.

Area 58: A Bridge Too Far

As you head toward the merc base (as instructed—you have been paying attention to your comrades, right?), keep an eye out for a secondary tunnel off to the left. This leads through the back way to the merc base, allowing you to snipe the guy guarding the entrance without fear (though he is packing a fusion rocket launcher). Grenades will take out the sentry guns. Don't worry about collecting weapons or ammo; you'll lose them (once again!) once you enter the airlock and hit the button. C'est la vie.

Area 63: Docking Bay Entrance

Do some recon with the rail driver before entering here. Once the doors open, run like hell for the far end of the room. Dodge up the stairs and you'll head toward the control room, just in time to witness Hendrix being immolated. Ouch. Exit through the vent in the back of the control room. There'll be mercs with rail drivers here, and they'll use 'em as soon as they notice you in the vents, so keep your own scope active. At the end of the tunnel you'll enter a small room with a console. Rail the guy on the roof and make sure the room is clear, then hit the button on the console. It will bring down a fighter for your use—aww, yeah. Notice there are two more up there. Take this opportunity to move the first fighter out of the way and bring down a spare (and you might as well do the same for the third fighter, just to be safe). Then fly out the far door.

Area 64: Masako's Lair

If you want to take all the enemies out here, feel free. You've got those backup fighters, so go to town. But you won't really get much out of it, unless you're low on precision rifle ammo, in which case it's worth the effort. Otherwise, you might as well just blow through the corridors, the subsequent shuttle bay, and the next set of corridors without wasting time on enemies. After the shuttle bay, make sure to keep an eye out for a doorway branching off to the right. On the other side of the door is a flight deck of sorts. Take out the two gunships that come at you and Masako will appear, also in a fighter. A few shots will blast her ship into oblivion (and yours will blow up as well—nothing you can do about that). She'll start flying around in a Capek-style shield; just let loose with the precision rifle. After you kill Masako, a timed sequence begins. Board the lift on the right side of the room and ride it down. At the bottom, Eos will inform you about your last challenge. You only have a few minutes to hack out the bomb-diffusing codes (they're randomly generated, so we can't show 'em here, but if you've ever played Simon it shouldn't be much of a challenge). Congratulations, you beat the game.

Fire away in the Lair

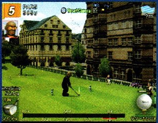
ONIMUSHA: WARLORDS

You can only injure Fortinbras by attacking his head, but to get him to lower it down to your level, you'll have to attack his tail with either your sword or a magic attack. If he begins to flinch when you attack, that's the signal that he's going to drop down. Keep up the attack and he'll soon drop his head into your range. If you don't have the Bishamon Sword, you mostly need to rely on your magic to bring Fortinbras' head into range. With the sword, you can get right in front of him and slash away at his tail. You'll take some damage, but you'll do plenty to him in return. His attack patterns are fairly easy to learn, but the main attack you must dodge is when he sweeps his hand down to grab you—if he does pick you up, he can kill you instantly. Keep slashing his head, though, and the mighty Fortinbras will fall.

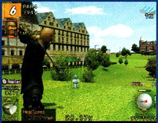
That's one big lizard thingy

HOT SHOTS 3: AUGUST TOURNEY

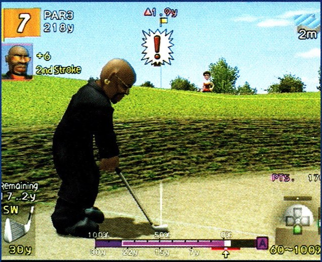
Tips for the Awesome August Open tournament as found on hotshotsgolf3.scea.com



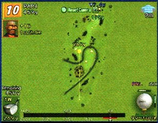
Don't hit through here



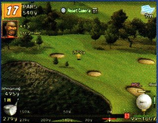
Use superspin here



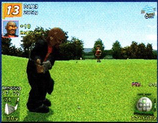
These bunkers are murder, so overhit to get out



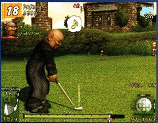
Hit to the left on 10



Go between the bunkers!



Short on 13? Use the 7 Iron



Punch it through here

FRONT NINE

Some golfers say this is the toughest course in the entire game, and we're not arguing. After you slide into a bunker once, you'll hate it. The key to succeeding is staying out of the traps, taking minimal chances and keeping track of the wind. Oh, and score at least a seven under on the front nine. Impossible? Not with practice.

HOLE #1

Par 4, Wind 5m

Aim to the left of that center-stage bunker. Maybe power up to be on the safe side. From there, pay close attention to the wind. You'll have to go right on your next shot, but not too far. It's easy from there.

HOLE #2

Par 4, Wind 4m

You'll be tempted to go to the right off of the tee, so you can score a better angle on your second shot. Good idea, but it won't work. Just hit straight and play for the birdie on this hole. It's a tough one.

HOLE #3

Par 4, Wind 3m

Drop your tee shot to the left of the second and third bunker. The wind will push you right, but don't overcompensate. From there, a nice Iron shot can get you very close to the pin. Two things: You're below the pin and the green is crazy fast.

HOLE #4

Par 3, Wind 6m

Here's where you'll have to get acquainted with the super-spin. Pull out your 6 Iron, push a bit to the left, and when you begin your swing push Up on the D-pad. After you hit X, push Down on the D-pad. You must hit the line for it to work perfectly, by the way. If you do it right, it'll bite the green and backspin like mad. It'll make mincemeat of the tough pin position.

HOLE #5

Par 5, Wind 6m

Don't go between the buildings. Don't. Instead push to the left and use the super-spin (push Right before you hit X, push Left after you hit it). That should get your around the building in great shape. From there you'll need to risk everything with a 1 Wood or a 3 Wood. Good luck.

HOLE #6

Par 4, Wind 1m

You'll want to curve the ball around the building on this precarious hole. Power up, too. While you're in mid-swing, hold Down and Left.

HOLE #7

Par 3, Wind 6m

You're a whopping 14y above the cup, so if you downgrade to the 3 Iron here, you're going to be in good shape. Remember that T-Bone's shots have a natural tendency to slice. It's not much, but it'll be a factor if you're trying to nail a hole-in-one.

HOLE #8

Par 4, Wind 3m

Off the tee it seems like you have two options, but don't bother hitting left. There's a little bed of fairway that'll be plenty easy to hit. T-Bone's natural slice will combat the wind, as well. Once you're on that part of the fairway, you're going to have to hit your second shot well right of the green. Let the ball bend onto the green using the wind. Then putt for the bird.

HOLE #9

Par 5, Wind 3m

If you go pretty much straight away off the tee, you're going to have to contend with buildings. But if you go too far right, you'll contend with a bunker. Our advice? Aim for the right of the bunker. That'll leave you a second shot you can feel comfy with. Whichever way you choose, you should get an eagle chance. You'll need it.

BACK NINE

The back nine is more like the wet nine. You'll have to contend with water and wind. The good news is there's an easy par 5. The bad news is that it's not that easy.

HOLE #10

Par 4, Wind 3m

Aim to the left and power-up on this hole. If you aim right you'll have a terrible time laying up near the pin with your second shot.

On shot two, drop it on the green by pressing Up on the D-pad. Your shot will roll after it hits. Maybe it'll even roll in.

HOLE #11

Par 5, Wind 5m

You'll need an eagle here if you plan on competing for the top prize. But it's the toughest eagle you'll ever make. Hit the first shot to the right of the trees with a power-up. The second, smash with your 1 Wood. You can do it!

HOLE #12

Par 4, Wind 4m

Aim to the right of the last bend in the fence and power up for this one. The wind will push you to the fairway's center, and you'll have a nice approach shot waiting for you. Don't push any particular way on the D-pad here. If you push Down the wind will carry you near the stream.

HOLE #13

Par 3, Wind 6m

Pull out your 4 Iron and aim to the left of the green. Look closely at your power meter. See the last notch before you reach full power? That's where you want to hit this shot. Plus, use that super-spin that we first talked about back on Hole #4.

HOLE #14

Par 4, Wind 6m

This hole is a mess. The first thing to keep in mind is that rain takes distance off of your shot. Especially on your drives. Plus, the wind is ferocious. When you finally slosh your way to the green, hit the ball with more force than you would if it were dry.

HOLE #15

Par 3, Wind 1m

The easiest of the Par 3's, you'll want to stick with the 4 Iron, push to the left and rip it full power. If you hit everything right, it's very possible that you might net your first ace. It might help to know that the green tilts left to right.

HOLE #16

Par 4, Wind 4m

Believe it or not, you're going to want to aim for that messy forest (to the left of the busted-up castle). The rain will knock you down and the wind will help position you. From there, overhit (upgrade one or two clubs) to combat the weather. Once you're on the green, keep in mind that the ball doesn't break as much in the rain.

HOLE #17

Par 5, Wind 6m

Scoring an eagle on this hole means you have to be precise. For your first shot, power up and aim just beyond the second bunker on the left side of the fairway. The wind will drag you down, but not too much. Next, you're supposed to hit a 2 Iron, but the wind won't let that happen. Switch to the 3 Wood or (if you're man enough) a 1 Wood and get busy. Flawed accuracy means a flawed score here.

HOLE #18

Par 4, Wind 3m

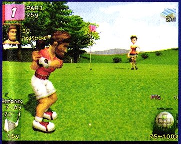
The hope for this hole is to hit your tee shot so you won't have to go through the castle on the right-hand side. Don't power-up here, even if you have one left over. Just aim to the left, and bang it over those trees. You should be able to avoid both sand traps. For the follow-up shot, make sure you don't overhit and sink into that hungry trap. It'll be a mess.

Who's OPM's most eligible bachelor? If you know the answer, write us at opm@ziffdavis.com. If you're right, you'll score VIP status on gamers.com!

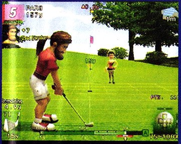
Seven Iron Pride

Everyone misses the green from time to time. It's a fact of golfing life. But there's one method that can turn your short game into a thing of pride: The 7 Iron. Here's how it works:

- Change from your wedge to your 7 Iron.
- Check the break of the green. This shot is much like a putt in that it will stall or speed past the cup if you hit it too short or too hard.
- Once you start your swing push Up on the D-pad and hold it. This will give the ball topspin, which means it will roll once it hits the green.
- See if you're far below the hole. If you're staring down a big hill it's really the worst-case scenario for the 7 Iron. You might want to use a wedge. But trial and error will teach you when to pocket your 7I.

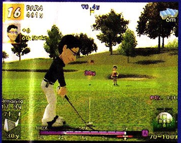


It's bad to be this far below



Flat and easy

- If the pin is seven yards away, prep to hit the ball seven yards. If the green is running downhill hit it a touch lighter. If it's uphill, hit it a bit harder.
- Ignore the wind. When you're a country mile from the green, fine, the wind is important. But when you're 10 yards away, don't waste your time. Specifically with the 7 Iron. You'll hit the shot very low and flat. The point is for the ball to run into the hole. Not for it to hang up in the air so the wind can play with it.
- Fire away.



Ignore the wind

This seems like a long list of to-dos, but it's like any other shot in Hot Shots. Once you get used to it, it's all natural. Around the office, the 7 Iron has caused a revolution of sorts. Scores are dropping everywhere.

Game	Publisher	Score	Issue
C: The Contra Adventure	Konami	●◖	12
c-12: Final Resistance	Sony CEA	●●◖	58
Caesar's Palace 2000	Interplay	◖	41
Caesar's Palace II	Interplay	●●	15
Card Games	Agetec	●◖	50
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Casper: Friends Around the World	Sound Source	●◖	41
Castlevania Chronicles	Konami	●●●◖	50
Castlevania: Symphony of the Night	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross 2001 Featuring Ricky Carmichael	THQ	●●●	41
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Championship Surfer	Mattel	●●●	41
Chessmaster II	Mindscape	●●●◖	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae 2.0	Codemasters	●●●●●	40
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam!	●	41
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crash Bash	SCEA/Universal	●●◖	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crossroad Crisis	Magetec	●◖	50
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Dance Dance Revolution Disney Mix	Konami	●●●●	49
Dance Dance Revolution: Konamix	Konami	●●●●	57
Danger Girl	THQ	●●◖	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers 3	Capcom	●●●●	16
Darkstone	Take 2	●●●◖	43
Dave Mirra Freestyle BMX	Acclaim	●●●◖	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	●●◖	47
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◖	13
Dexter's Laboratory: Mandark's Lab?	Bam!	●●●◖	59
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31

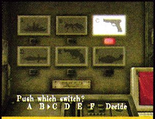
PS2 GREATEST HITS

RESIDENT EVIL CODE: VERONICA X

As the longest (and best) *Resident Evil* game, *Code: Veronica X* is not without its tricky situations. We've highlighted a few of the most puzzling.

1. Duplicating the Hawk Emblem

The metal detector makes it tricky to progress early in the game. You know that you need to use the Hawk Emblem you found in the computer room in order to open the huge door that indicates a need for it—but it's metal, so you can't get it that far. Instead, you must place the item into the Duplicator found in the room at the far end of the metal-detecting hallway, combining it with the TG-01 alloy to form an Emblem Replica. Don't have the TG-01? Then use the Extinguisher from the garage on the fire in the cemetery to gain access to the Briefcase. Examine the Briefcase and you'll find the alloy. You're set.



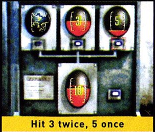
Pick the two guns, smarty

2. Save Steve

Steve has taken the Lugers and is trapped. The clue here indicates that you select two things that are similar. Like two types of guns, perhaps?

3. Picture Puzzle

The genealogy puzzle is perhaps the most difficult and confusing in the game. Hit the buttons in this order: Lady Ashford, man with two kids, man with teacup, red-headed man, old man, the man next to Lady Ashford and, finally, the main picture up top.



Hit 3 twice, 5 once

4. The Sword in the Statue

In order to attain the Piano Roll in the lower level of the Private Residence, you must first slip the Rusted Sword found there into the sarcophagus. One problem, though: Once you pick it up from the statue, gas starts to leak. Stop the gas by pushing the statue around in a counterclockwise direction.

5. Fill 'er Up

Try to figure this puzzle out for yourself, as it's arguably the most intelligent one in the game. But if you can't, do this: Hit 3 twice, then 5 once.

DARK CLOUD

Q: I can't find any Mimic Breaker attachments—and I need them to build up my weapon. What gives?

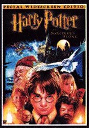
A: Forgive us for scolding you, but did you sell those Mimic Breakers you acquired early on because you needed a quick cash fix? Then shame, shame. As you get further into the game, you'll encounter several new stores that sell various attachments and gems, but since Mimic Breakers aren't among them, you'll have to get your hands dirty and earn them the old-fashioned way.

Did you remember that you can often acquire an attachment by defeating an enemy using an item? Meaning, if you toss a bomb at a Mimic, rather than slaying it with your sword, chances are good that it'll leave behind a Mimic Breaker. That also goes for all the other enemies out there, so head back into the dungeons and collect those attachments. (If you're looking for Mimics, try the third level of the Sun/Moon Temple.) And don't forget to troll those back-floor areas for extra gems, items and attachments.

Q: I just found a great slingshot for Xiao, with this very useful Steal function. But I'm not really focusing on this character. Is there any way I can get this Steal function on Ruby's weapon?

A: Sure. Just spend an extra hour building up Xiao's weapon to at least level five, then break it and attach the SynthSphere to Ruby's ring. You can use any SynthSphere from any character on any other character.

DVD EGGS



Harry Potter: Special Edition

Deleted wizardry!

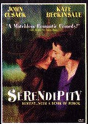
Everyone loved *Harry Potter* on celluloid, and just as many will love it on DVD. Here's a route to deleted scenes that will tickle your magic fancy. Or something like that.

- On the Opening screen on Disc 2, select Diagon Alley (Hedwig).
- Select Gringotts, then press Down to select the key. Click to get to the Gringotts area, then select the Galleon, Sickle, and Knut, then Enter.
- You should be back at the main page for Diagon Alley. Go to Ollivander's and have fun selecting your wand.
- Go to the main screen and select the wand, and press X so you can get to the classrooms.
- Select Transfiguration (the cat), then Down to select the owls on the torch. Hit Up to select the H on a Shield. Press X.
- At Fluffy, select the Flute and press X.
- At the Keys, press X over the Silver one in the middle with a bent wing.
- At the Bottles select the round one with the yellow liquid.
- Select the Red Stone in the mirror to get to seven different cut scenes.

Memento: Limited Edition

Chronological order? You bet

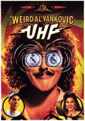
- Insert Disc 2 from the Limited Edition set, then select the clock.
- Select answer "C" five times.
- When you reach the question where you have to put the pictures in order (the part with the woman fixing her tire), put them in *reverse* order (3, 4, 1, 2), rather than the correct order. You will be taken to the Chronological version of the film, complete with backwards credits and the opening scene in forward motion. Crazy.



Serendipity

Your girlfriend made you buy this, didn't she?

Go to the bonus features area, then on to deleted scenes. At the bottom of the screen is a "Play all" option. Press X when you get to that. After it goes through the deleted scenes in the menu, it keeps going. Be patient and you'll see more deleted scenes from the film.



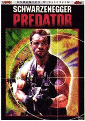
UHF

The unused Stanley Spadowsky scene

- Go to the Audio Setup.
- Go to Francais, then push Left.
- You should've highlighted the Red Snapper.
- Press X to see an unused scene where Spadowsky greets you at his Clubhouse window.

Weird Al intros *UHF*

- Highlight Audio Options.
- Press Down. The radio knob below will be highlighted. Press X and you'll be privy to a brief scene where Weird Al is in the editing room, finishing up *UHF*.



Predator

Practical jokes!

- Pop in disc 2 and go to Special Effects.
- Press Down to highlight the main menu.
- Press Left once and then select the highlighted icon.

If you have any extra fresh Easter Eggs, email us at opm@ziffdavis.com and mark your subject line DVD EGGS.

Game	Publisher	Score	Issue
Digimon Digital Card Battle	Bandai	●●●	48
⑨ Digimon Rumble Arena	Bandai	●●●◖	55

Only the diehard, hardcore, silly Digimoners will need these codes. Go to it, and they'll unlock characters.

Omnimon: SERIUS
Gallentmon: KIMJOY
WarGreymon: QRIOUS
Sakuyamon: KENSAN
ImperailDramon: LINMON
MegaGargomon: MINNYN
ImperailDramon Palidin Mode: ROYBOY

Game	Publisher	Score	Issue
Digimon World	Bandai	●◖	36
Digimon World 2	Bandai	●●	46
Digimon World 3	Bandai	●●◖	57
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◖	38
Disney's Dinosaur	Ubi Soft	●◖	36
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◖	27
Dracula: The Last Sanctuary	DreamCatcher	●●◖	56
Dracula: The Resurrection	DreamCatcher	●●◖	48
Dragon Ball GT	Bandai	●●	4
Dragon Tales: Dragon Seek	NewKidCo	●◖	45
Dragon Valor	Namco	●●●	38
Dragon Warrior VII	Enix	●●●●◖	51
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
⑦ Driver 2	Infogrames	●●●●	40

Hey, Man, You Cuban?

Looking for the secret car in Havana? No problemo, señor. Drive to the tunnel on the city's west side. Before you go into the tunnel, take the exit to the left and follow the curved road until you, literally, hit a wall. At the one-third point of the street, turn right and you'll find a switch on your right near some trees. Get out of the car and hit the switch. A secret area will open up. Get back into your ride and drive back down the road you were just on. The gate will be open, so break on through to the other side. Drive to the end, take a right, and take a left. When you get all the way down, turn left and then right and then left again. Follow the tunnel to the end to find the secret car on a platform. You'll find the switch to the right of the platform on the wall.

Rio Is Better With Invincibility

Start facing the highway, then turn 180 degrees and go the other way. Take the third street on your right and pass the big lake. After the lake there'll be an intersection. Turn left and find a building with a garage and a normal door. You'll see a barbed-wire fence. Go to the building that's black with white windows. On the left side of this building find a door. Press Triangle at that door to enable the immunity cheat (there'll be no cops). To activate the cheat, choose Gameplay and then Secrets in the Options menu.

Game	Publisher	Score	Issue
Ducati World Championship Racing	Acclaim	●●◖	41
Duke Nukem: Land of the Babes	Infogrames	●●◖	40
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	SouthPeak	●◖	29
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	●●	41
Dune 2000	Electronic Arts	●◖	27
EA Sports Supercross	EA Sports	●●●◖	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
The Emperor's New Groove	SCEA	●●●◖	40
ESPN MLS GameNight	Konami	●●●	40
E.T. the Extra-Terrestrial: Interplanetary Mission	NewKidCo	◖	54
Eternal Eyes	Crave	●◖	38
Evil Dead: Hail to the King	THQ	●●◖	41
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
F1 Championship Season	EA Sports	●●●◖	40
F1 Racing Championship	Ubi Soft	●●◖	39

Game	Publisher	Score	Issue
Family Feud	Hasbro	●●●	39
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Fear Effect 2: Retro Helix	Eidos	●●●●◖	43
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Chronicles	Sony CEA	●●●●	47
Final Fantasy IX	Square EA	●●●●●	39
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Ford Racing	Empire	●●◖	44
Formula 1 '98	Psygnosis	●●●●	15
Formula One '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	●●◖	40
Frogger	Hasbro	●●◖	4
Frogger 2: Swampy's Revenge	Hasbro	●●●	38
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●◖	25
G.Darius	THQ	●●●◖	13
Galaga: Destination Earth	Hasbro	●●◖	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●◖	4
Glover	Hasbro	●●	28
Gold and Glory: The Road to El Dorado	Sony CEA	●●	42
Gran Turismo	Sony CEA	●●●●●	9
③ Gran Turismo 2	Sony CEA	●●●●●	29

Is this the best game ever on the PSone? It makes for an interesting argument. To bring you back to where it all started, or at least to the game that came out after it all started, check these tips.

Arcade Tracking

Obtain all licenses in Simulation mode on disc two, including the Super License to get more Arcade mode tracks.

FedEx Car

Enter the Gran Turismo League race events until reaching the Pacific League races. Then, enter the Midfield Raceway event to be awarded with an R*Nissan 300ZX GTS FedEx race car. Gets you there on time, every time. Except in the case of *Cast Away*.

Mark Martin's NASCAR #6 Ford Taurus

To obtain this car, you must first purchase a Ford Taurus and then perform the Racing modification.

Mo' Sports Land Track

Obtain all of the licenses, including the Super License, and the Motor Sports Land track will become available in Time Trial mode on the arcade disc.

Game	Publisher	Score	Issue
Grand Theft Auto	Take 2	●●◖	10
⑧ Grand Theft Auto 2	Rockstar	●●●	27

You poor PSone owners. You wish you were playing *GTA3*, don't you? Well, *The Italian Job* is a much newer, fresher and better game than this. Just a thought, considering it's the same price.

Master of Your Domain

Enter these names to get the following items. You're a superstar gangster now!

Game	Publisher	Score	Issue
10,000,000 Points: BIGSCORE			
All Weapons: NAVARONE			
Drive A Bus: FARE			
Easy Money: MUCHCASH			
Level Select: ITSALLUP			
Most Wanted: DESIRES			
Multiplier x5: HIGHFIVE			
No Police: LOSEFEDS			
Show Coordinates: WUGGLES			
Turbo Mode: IGNITION			
Unlimited Energy: LIVELONG			
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◖	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
Gundam Battle Assault	Bandai	●●●	40
Gunfighter: The Legend of Jesse James	Ubi Soft	●●◖	52
HardBall '99	Accolade	●◖	15
Harry Potter and the Sorcerer's Stone	EA Games	●●●	53
Harvest Moon: Back to Nature	Natsume	●●●◖	40
HBO Boxing	Acclaim	●●	41
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
High Heat Major League Baseball 2002	3DO	●●●●	43
Hogs of War	Infogrames	●●●●	38
Hooters Road Trip	Ubi Soft	◖	55
Hoshigami: Ruining Blue Earth	Atlus	●●◖	53
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
IHRA Drag Racing	Bethesda	◖	53
In Cold Blood	DreamCatcher	●●	49
Incredible Crisis	Titus	●●●◖	38
Inspector Gadget: Gadget's Crazy Maze	Ubi Soft	●●●◖	50
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int'l. Superstar Soccer '98	Konami	●●●●◖	11
Int'l. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35
④ The Italian Job	Rockstar	●●●●●	57
Unlock Bunches of Stuff While in the main menus input the following codes. If entered correctly, you'll here a swarm of cheering and applause.			
Unlock All Missions in Italian Job Mode Circle, Circle, Triangle, Square, Square.			
Unlock All Checkpoints Circle, Square, Triangle, Square, Triangle, Square, Triangle, Square, Circle.			
Unlock All Destructors Triangle, Square, Square, Triangle, Square, Square, Triangle, Circle, Circle.			
Unlock All Free Rides Square, Triangel, Square, Circle, Circle, Circle, Triangle, Circle.			
Unlock All Challenges Square, Square, Triangle, Circle, Circle, Square, Triangle, Circle.			
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro	●●●●	17
Jeopardy! 2	Hasbro	●●●●	29
Jeremy McGrath Supercross 2000	Acclaim	●◖	38
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3

REPLAY FORUM

FFX: TAKING DOWN JECHT

I'm having trouble with *FFX*'s Jecht. Can someone give me a good strategy for beating him?

Lchevy2001@aol.com

Don't let the grinding heavy metal distract you, as this final boss (1st form—HP: 60,000; 2nd form—HP: 120,000) can easily obliterate an under-powered party. If you have the Magi Sisters Aeon, by all means use it—those sassy sisters will slice and dice this foe with style. Don't have that Aeon? Fine. Bring out the Overdrives of all the others. If he's still kicking after that onslaught, just focus on doing as much damage as possible to the beast. Don't bother messing with the Spell Pagodas that heal the boss, as they will merely regenerate. The boss is somewhat unpredictable, and it may unleash an attack that wipes out your entire party. If you have Auto-life, cast it. If not, simply hope for the best.

GT3: CRASH COURSES

I have a trick! This is a trick that will help during long races. I discovered this while racing the Laguna Seca track in the endurance mode. I was racing normal winning by at least five laps on lap 30, I was just about to finish that lap when I cought up to the Viper so I decided to have some fun by ramming him into the last sharp corner just

Cont. on pg. 125

THE MARK OF KRI: GENERAL TIPS

Just pick up The Mark of Kri*? Well, before you get started, check out the following tips. They'll help you hack, slash and stealth your way through the game's six huge levels, so that maybe you'll stand a chance in stopping the forces of evil. Good luck!*

Take It Nice and Slow

After you've passed through the first level (and up until the last one), *Kri* is actually mostly a stealth game. You'll need to fight it out when you get spotted on occasion, but play it safe by taking things slowly, and you'll be able to take out a great number of enemies from afar with your bow and arrow, or from around the corner with your stealth kill. A big part of succeeding is remembering that...

The Bird Is Your Friend

As much as you might like to think of yourself as a big, tough warrior capable of taking down anyone or anything, one of your valuable assets—beyond your brains and brawn—comes with feathers. Use Kuzo whenever you see a place for him to perch so that he can scope out the situation. Pay close attention to the dudes who hold horns. Wanna know why? Well...

Watch Out for the Dudes Carrying Horns

Anyone, as your bird indicates, who holds a horn has the power to alert a whole 'nother drove or two of baddies if they spot you. Whenever possible, you'll want to take them out first if you must enter a combat situation. At the very least, hit them with an arrow from afar or just deliver a blow or two so that they drop the horn and must fend for themselves.

Pigs, Monkeys and Metal

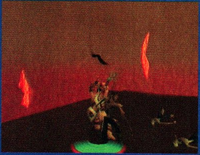
If you see a pig, a monkey or big hunk of metal ahead of you, nine times out of 10 (or, perhaps more accurately, 10 times out of 10) it's there for you to shoot an arrow at and distract guards. So, do it! Convenient, huh?

Take Advantage of Bad A.I.

Though fun, *Kri* is a little lacking in the enemy artificial intelligence department. (OK, maybe a *lot* lacking.) Use this to your advantage. If you've got time to run away from a horde of enemies who have just spotted you, do so until they reach the invisible wall that doesn't allow them to proceed any further. From there, pull out your bow and shoot and arrow through their throats. If they're wearing armor, weaken them up a bit by fighting until their helmets come off—then it's arrow-shootin' time.

Learn to Escape

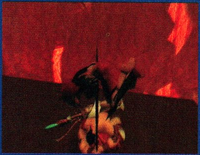
Sometimes, if an enemy is too close, it may seem as though it's impossible to escape, even if he's the only one on you and you've got nothing but free space up ahead. Not so! Simply head in your desired direction, taking time to block every two to three steps. Eventually, the invisible wall factor usually sets in and they can chase you no longer. You know what to do from there.



Go in Bare-Handed

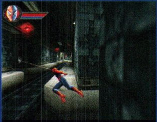
Sure, the big draw to *Kri* is its innovative combat system. However, the best way to actually make it through the game successfully and quickly is, when you actually must fight, to try and face enemies one-on-one, using your bare-handed counter attack. Just make sure you're directly facing your opponent, and time hitting the R1 button with when you think the incoming enemy blade should rip you to shreds. Eventually, you'll get a message saying this method gets harder to do the more times you execute it—but as far as we can tell, that's total crap. Use it all you want.

One more thing to watch for, though. You'll want to be sure there aren't too many guys around when you do this, or else you risk them getting in a few cheap hits while the slow-motion death animation plays out and you're completely immobile as you just stand there watching. (On the other hand, the animations usually kick total ass. Just check out the screenshot below!)

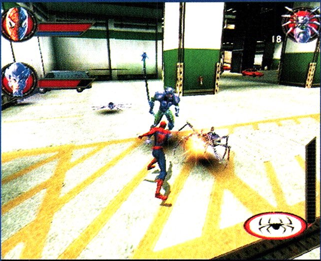


SPIDER-MAN: TOUGH ONES

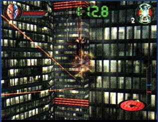
Having trouble in a certain level? We break down some of the hardest ones to beat



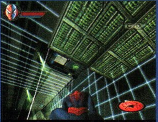
Showdown With Shocker



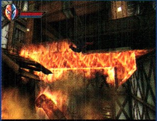
Corralled



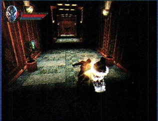
Race Against Time



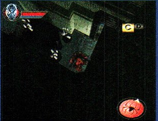
Chemical Chaos



Vulture's Lair



Breaking and Entering



Chemical Chaos

SHOWDOWN WITH SHOCKER

Here's the step-by-step way to get to Shocker at the end of the level:

- Once the level begins, take cover in the spot between tunnels to the right.
- Hit R3 to pull up your zip-line, and aim at the open area between tunnels ahead to the left. When you land, make sure you're right in between the openings so that Shocker can't blast you.
- Repeat zip-line process to the right.
- It now appears that you're stuck with no place left to zip-line safely. That's only half true. Look to the right and zip-line to about where you see a light, but instead of going all the way, detach when you're most of the way there (over the tracks). Now, *quickly* jump left to safety.
- Zip-line carefully to the left.
- Zip-line carefully to the right.
- Zip-line carefully to the right again.
- Zip-line carefully to the left and you're ready to take on Shocker.

VULTURE'S LAIR

Vulture's Lair is a veritable maze. In addition to dodging all sorts of attacks, it's sometimes easy to get lost. But now you won't!

- Continue up the stairs, wall-crawling when necessary to avoid hits, until you see a cutscene.
- Zip-line straight up, avoiding the burning log. Crawl along the ceiling until you see a banister (see picture above), then climb over it, and you're back on your feet again.
- Continue up two flights of stairs, then enter the opening.
- Jump up to exit on the other side, and wall-crawl straight up and to the left.
- Enter the gap made by the blown-up staircase.
- Climb up at the first right and grab health to the right.
- Go back down, proceed, then wall-crawl left into opening.
- Exit straight above on same wall.
- Proceed until you enter an opening with health.
- Go down one level to exit and proceed through destroyed staircase.
- Head straight up...and avoid the constant barrage of attacks!

CORRALLED

In this level, it's your job to keep the Scorpion from facing an untimely demise thanks to Oscorp's Spider Slayers. Your best bet is to stick with him the whole time, defeating any Slayers that might have the chance to directly attack him—don't forget your combos, as they come in mighty handy. Once they're all gone, you'll have to take out ol' Scorps when he turns against you. Oh, and don't forget to pick up the Advanced Web Dome in between levels P2 and P3.

RACE AGAINST TIME

The name of this level says it all. Your success lies almost entirely in your own skill. Paying attention to your Spidey Compass and its height meter is of the utmost importance—almost as important as dodging attacks. Also try to dodge spotlights, and hold down R2 to go faster when you have freedom to speed ahead. Expect this one to take several attempts to master, as it is one of the most difficult levels in the game. Here's our recommended approach for disarming each bomb (each tip is grouped by specific time limit).

Bomb 1: Head to the left of the building that's straight ahead. Level yourself with the height meter and land on the opening to the right. The bomb is there.

Bombs 2 and 3: Head for the building that's straight ahead, and pass it on its left side. Go into the opening to the right, midway past the building, to find Bomb 2. Continue straight ahead, head to the right of the building, and after it you'll see Bomb 3 below and to the left.

Bombs 4, 5 and 6: For Bomb 4, turn around and head straight back in the direction you came from. You'll have to move around a few buildings, but otherwise this is a good time to use R2 to move quickly. After you find Bomb 4, keep heading in the same direction for Bomb 5. Pay close attention to the height meter so that you can land at the appropriate spot, about north-northwest of Bomb 4. Once you've disarmed Bomb 6, head to the left through the buildings. Once you pass the first building to the left, turn sharply to enter the gap. You'll find Bomb 6 on a close building to the right.

Bomb 7: Proceed in the same direction, taking the left-most route at the building. From there, it's straight on till the level's end.

BREAKING AND ENTERING

There are a couple of rules of thumb to remember in this stage: 1) Don't let anyone see you. (Duh!) As Spidey tells you, your best bet in achieving this is to stay in the shadows, where your Spidey icon turns black. You'll rarely be spotted if you're on the ceiling, too—but that doesn't mean you can't be. And watch out for cameras.

2) If you don't feel like being super-stealthy, then attack when there's only one person there in the vicinity who can pull the alarm. Start out by webbing him up from the ceiling, then proceeding to beat the snot out of him. If he makes it to the alarm, though, watch out for Super Soldiers!

With those ideas in mind, you can more easily find the five computers you need in order to advance through the ironclad door indicated in a cutscene. Here's how to find each one:

Computer 1: From the start, go all the way down the hall. Enter the room with the camera, and pass through the door to the left. Zip-line to the ceiling and enter the door you see there. Look for the computer with the glowing-green screen. Check it out.

Computers 2 and 3: Up the stairs to the right is the next cubicle area, which has the next two pieces to the code. Again, look for the glowing green monitors.

Computers 4 and 5: Exit the door directly next to Computer 3 (the one at the far end of the room), and go upstairs. Watch out for the security camera directly through the next door! Both remaining computers are in this room.

Solve the Code: Now that you have all five pieces of the puzzle, proceed to the locked door. To solve the puzzle, organize the five pieces so that the lines in each line up so as to make one continuous piece.

CHEMICAL CHAOS

Many people consider this the most difficult level in *Spider-Man*. Here's how to get past some of the tougher parts:

- Use common sense based on what you've already played for the majority of the game.
- When you see an opening in the moving lasers, zip-line through.
- Wall-crawl carefully through the static lasers.
- Once you get to the part where you're told you're close to control rooms A and B, use stealth until you've made your way down the open hallway (after the lasers), and enter the room there. Enable A, then look out the window to see when it's safe to exit. Proceed to the first room you passed (B) and repeat what you did in A.
- Proceed to the center room, and flip the AB switch to the right.
- Enter the room to the next corridor (watch out for the guard), and quickly zip-line to the ceiling. Zip over to the green cabinets across the room so that you're in the spot indicated in the screen above. Web open the door, then zip-line in.
- In the next room, take the door to the left. Watch for the guard, then zip through lasers when you can.
- Take the left path on the other side. Deactivate C, then hide out in the indicated spot above when you're told about D.
- Get the key and make it back to the room.

Who do you think the super-villain should be in the next Spider-Man game? Write us and let us know what you think!

Game	Publisher	Score	Issue
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Kickboxing	Agetec	●	58
Killer Loop	Crave	●●●	27
King of Fighters '99	Agetec	●●●●	41
KISS Pinball	Take 2	●◖	46
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings 2000	EA Sports	●●●●	27
Knockout Kings 2001	EA Sports	●●●●	39
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Great Valley Racing Adventure	TDK Mediactive	●●●	46
The Land Before Time: Return to the Great Valley	Sound Source	●●◖	39
Largo Winch .// Commando Sar	Ubi Soft	◖	57
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Island 2: The Brickster's Revenge	Lego Media	●●◖	46
Lego Rock Raiders	Lego Media	●	37
Lilo & Stitch	Sony CEA	●●●◖	59
The Lion King: Simba's Mighty Adventure	Activision	●◖	42
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◖	4
Looney Tunes Racing	Infogrames	●●◖	39
Looney Tunes: Sheep Raider	Infogrames	●●◖	51
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●●	40
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
Madden NFL 2002	EA Sports	●●●●◖	49
Martian Gothic: Unification	Take 2	●●●◖	52
Marvel Super Heroes	Capcom	●●	2
Marvel Super Heroes vs. Street Fighter	Capcom	●●●◖	18
Marvel vs. Capcom EX	Capcom	●●◖	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	●●●◖	40
Mary-Kate and Ashley: Winners Circle	Acclaim	●●◖	45
Mass Destruction	ASC	●●◖	3
Mat Hoffman's Pro BMX	Activision	●●●●	45
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
Medal Of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●◖	39
Mega Man X4	Capcom	●●●	4
Mega Man X5	Capcom	●●●◖	41
Mega Man X6	Capcom	●●●	53
Men In Black– The Series: Crashdown	Infogrames	●●●	54
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Metal Slug X	Agetec	●●●●	43
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32

REPLAY FORUM

before the finish line. So I tailed him all the way, and just before the turn he slowed down to make a pit stop, and I crashed into him causing him to fly past pit stop. The Viper tried to turn around and bumped into the wall, and the best part about this is that he stayed there for the whole race. It is a good way to take out cars, but hard to do 'cause you don't know when they are gonna pit. They usually stay there for the whole race unless you hit them.

Sean Tremblay
ultimate-sephero@hotmail.com

***MOH: FRONTLINE:* BOX BUST**
You know those boxes that hold health and ammo in *Frontline*? Well instead of shooting them and wasting a few rounds that could save your butt a few minutes later, try hitting the melee button (R3) a couple of times when you're right up close to a box. This way you won't completely waste those few precious seconds that could cost you your life at the end of the stage.

Shane Harrison
snoop989@hotmail.com

***MOH: FRONTLINE:* GOLDEN**
Enter MONKEY in the passwords menu to get a Gold Star for the level you're on. It brings you to next level (enter again to get Gold Star on next level and so on).

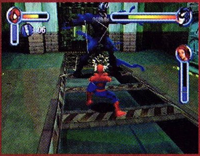
kornguy169@hotmail.com

Cont. on pg. 121

SPIDER-MAN (PSONE): COOL TIPS

With Spider-Mania still in full swing, Activision's original (and still best) Spidey game is flying off the shelves. Below, you'll find out how to beat the game's toughest bosses—and even how to cheat your way past them. 'Nuff said.

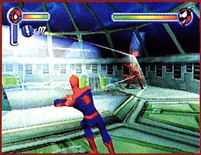
• Spidey Vs. Venom
Venom's tough, but if you've been practicing the Impact Webbing attack, you'll have a much easier time. Whatever you do, stay on the ground during this battle—try climbing the walls and Venom pulls you down with his webbing. Don't even think about attacking him head-on. Instead, get into a corner where he can't sneak up behind you. Wait for him to teleport into the arena and shoot him with Impact Webbing. You'll generally get two shots off before he teleports back out. This is the quickest and most effective way to damage him.



• Spidey Vs. Venom: Round 2
There are four switches in the room: two on the far walls and two more on raised platforms near the other two walls. Hitting a switch starts a flow of water into the pit where MJ is tied up. As Venom fights, he also turns on the switches to distract you. Whenever one is turned on, drop everything and immediately shut it off. If you have a clear shot, the quickest way is to shoot it with a web. When the fight begins, the switch against the far wall has been flipped. Shoot it with webbing to turn it off. Stand in the middle of the room and wait for Venom to reappear. If you have a clean shot at him when he appears, hit him with Impact Webbing. If he's out of your range, charge after him.

• Spidey Vs. Carnage
Throw Carnage into the sonic bubble by snagging him with the Web Yank and forcing him into it when the battle begins—don't give him a chance to move. He'll take damage and the bubble will soon dissipate, allowing him to wander out of it. As he's stumbling out of the bubble, run around to where he is and use the Web Yank once again to send him back into the bubble. If you're skilled with the Yank, you can repeat this process until he's defeated. Other attacks have little to no effect.

• Spidey Vs. Doctor Octopus
As the battle commences, run in a circle around Doc Ock, dodging his flailing tentacles as you go. Soon, you'll hear the grinding of moving machinery, signifying that one of the shield's four "On" buttons has been lowered. Pressing all four of these buttons turns off the shield for a short period of time. When you press a button, the shield extends out into your path, but it's easily jumped as you continue circling Doc Ock. When you've pressed all the buttons, the shield goes down and Doc Ock becomes immobile. Start blasting him with Impact Webbing until the shield recharges itself.



• Spidey Vs. ?????
We're not going to spoil things by revealing the mysterious final boss, but needless to say, it's pretty cool. Don't trying running from this enemy. The only way you can keep far enough ahead is by constantly swinging. Watch the shifting perspective, as it can throw you off when you need to swing around a corner. When you reach an orange-colored area of the tunnel, that's your cue to use R1 to shoot up to the next level. It's easy to fall behind in these areas, so make sure you don't waste a moment.

• CODES! CODES! CODES!
EELNATS: Unlock Everything
DULUX: Big Head Mode
RUSTCRST: Invulnerability
XCLSIOR: Level Select
STRUDL: Unlimited Webbing
RULUR: Joel Jewett (Neversoft's Executive Producer) in Character Viewer
LLADNEK: Debug Mode
DCSTUR: Infinite Health
WATCHEM: All Movies
ALLSIXCC: All Comic Covers
CVIEWEM: All Characters in Character Viewer
CGOSSETT: Storyboard Viewer
TWNTYNDN: Spidey 2099 Costume
BLKSPIDR: Symbiote Costume
PARALLEL: Spidey Unlimited Costume
LETTERS: Scarlet Spider Costume
ALMSTPKR: Quick Change Spidey Costume
MJSSTUD: Peter Parker Costume
SCOSMIC: Captain Universe Costume
BNREILLY: Ben Reilly Costume
AMZBGMAN: Amazing Bag Man Costume

• Fun With Swearing!
If you try to enter a dirty word as a code, Spidey enters the picture to change it. Try it yourself!

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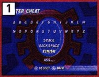

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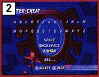

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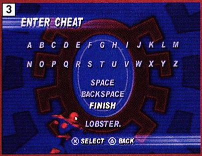


ARC THE LAD COLLECTION

Hints, tips, strategy and other goodies—straight from our pals at Working Designs!

Understatement of the year: *Arc the Lad Collection* is a big game. Yeah, we know—it's actually four games. Sue us. But we also know it's the kind of game that requires a helping hand now and then, so we went straight to the source, Working Designs, which hooked us up with some primo stuff. Of course, there's always a price—we promised to plug WD's official strategy guide. So here goes (*cue shameless plug*): If you want even more handy-dandy strategizing, be sure to pick up WD's guide, at finer retail establishments across the nation.

This month we focus on the first *Arc the Lad.* Next month: *Arc the Lad 2.*

OFFICIAL STRATEGY GUIDE
Arc The Lad

ROMANCING STONES

The Romancing Stones in *Arc the Lad* are some of the most useful items in the game, and they can be transferred over into *Arc II.* When equipped, they reduce one character's MP consumption to zero for all spells—but only if you have all four pieces.

	Location:	Timeframe:
Romancing Stone 1	Arc's House, north wall	Found in Arc's house any time after it has been destroyed.
Romancing Stone 2	Arc's House (Mailbox)	After Iga joins the party, and before you complete the tournament in Niedel.
Romancing Stone 3	Gogen, at the Ancient Monolith	When Gogen joins the party.
Romancing Stone 4	Treasure Chest, Forbidden Ruins Floor 50	Any time after you have access to the Forbidden Ruins and have the strength to make it to the bottom.

BACK FOR SECONDS

You meet up with the Forest Spirit in Millmana fairly early in *Arc the Lad 1*, and she helps Arc and companions with advice and items... Make it a habit to return to the Forest Spirit throughout the course of the game. Only by returning to talk to her will you be able to receive two special items: the Throw Scroll and Silk Belt. A word of warning: if you miss returning for even one of the events, you'll miss out on being able to gain these valuable items. Now that you've just received the Hero's Crest from her, go back to Toyoke Forest and a Cure-All is handed over to ya. Now leave and go to Seirya.

Here, Take this Cure-All to aid you in your journey.

TIME TO RETURN	ITEM RECEIVED
After going through Toyoke Forest for the first time.	Hero Crest
Return immediately after she gives Arc the Hero Crest.	Cure-All
After seeing the Light Guardian and Chongara is in the party.	Cure-All
After Iga has joined the party.	Cure-All and Throw Scroll
After seeing the Wind Guardian.	Cure-All
After the Water Guardian.	Cure-All
After the Fire Guardian.	Cure-All
After extinguishing the Flame Cion for the second time.	Cure-All and Silk Belt

RID ZARIBAN OF EVIL

ITEM AWARDED
Herb
Big Bomb
Goddess Amulet
Full Power Fruit
Stone
Confusion Amulet
Cheer Trumpet (100 kills)

In Zariban, after you meet with the Water Guardian, he requests that you rid Zariban of evil. He then keeps track of how many enemies you kill in these three battlefields in Zariban: the Raiden Ruins to the north, the Salyan Desert to the central east, and the Ishima Rocks to the southwest.

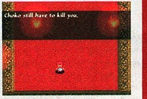
These items are given to you based on the number of enemies you kill while in Zariban before returning to the Water Guardian. Note that it is not cumulative, and every time you return to visit the Water Guardian, the count restarts.

ARC BATTLE ARENA

Get a bunch of fabulous prizes by participating in the Niedel battle tournament. They are as follows:

NUMBER OF WINS	PRIZES
10 Wins	Full Power Fruit - Big Bomb - Atrophy Ball - Revive Medicine (choose one)
20 Wins	Power Nut - Palo Nut - Life Nut - Magic Sprig (choose one)
40 Wins	Ice Charm - Fire Charm - Magical Card - Whirlwind Bandanna (choose one)
80 Wins	Insomnia Card - Anti Hemo-Ji - Mirror – Sunglasses (choose one)
120 Wins	Diel's Fang
160 Wins	Power Wrist - Hyper Boots - Healing Charm – Shell (choose one)
200 Wins	Phantom Gauntlet
1000 Wins **If you play through the battle arena to 2000 wins (or more), you get all these items AGAIN.*	Full Power Fruit, Big Bomb, Atrophy Ball, Revive Medicine, Power Nut, Palo's Nut, Life Nut, Magic Sprig, Ice Charm, Charm, Magical Card, Whirlwind Bandanna, Insomnia Card, Anti Hemo-Ji, Mirror, Sunglasses, Power Wrist, Hyper Boots, Healing Charm, Shell, Phantom Gauntlet, Violet Laser, Unicorn Horn (all!)

EVIL IS HER ONE AND ONLY NAME


Choko still have to kill you.

On the 50th Basement Floor of Alatos' Forbidden Ruins, you'll meet Choko. Defeat her and her two evil minions, and she will join the Guardian Forces in Chongara's Summon Pot. Get ready to pull out your best magic abilities and deadliest physical attacks, because this innocent-looking sprite is armed with 999 hit points and unbelievable strength. Increase your odds of winning by equipping Kukuru with all four Romancing Stones (with luck, you collected the other three before your hellish descent), reducing her magic point cost to zero for all spells. Kukuru can now Resurrect to her heart 's content, without having to ration her MP. When you need extra time to recoup, use Gogen's Dream Knock or have a character toss a Sleep Ball, to send Choko to bed without any supper (but not before she puts on her PJs and brushes her teeth). Once you've tackled Choko, you'll have to take a 50-flight hike up memory lane.

Game	Publisher	Score	Issue
Mike Tyson Boxing	Codemasters	●●	39
The Misadventures of Tron Bonne	Capcom	●●●●	31
Miss Spider's Tea Party	Simon & Schuster	●●●	41
Missile Command	Hasbro	●●●	28
Mission: Impossible	Infogrames	●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLB 2002	Sony CEA	●●	46
MLBPA Bottom of the 9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Rancher Battle Card: Episode II	Tecmo	●●●◖	36
Monster Rancher Hop-A-Bout	Tecmo	●●●◖	41
Monster Seed	Sunsoft	●●◖	20
Monsters, Inc.	Sony CEA	●●●◖	51
Mort the Chicken	Crave	●◖	41
Mortal Kombat: Special Forces	Midway	●◖	36
Mortal Kombat 4	Midway	●●●◖	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14
Moto Racer World Tour	Infogrames	●●●●	40
10 Motocross Mania	Take 2	●	48
There are no codes. Now get to sending them over to us or we'll boycott this horrid game. Seriously. So e-mail us strategy: opm@ziffdavis.com. Got it?			
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◖	39
MTV Sports: Skateboarding featuring Andy MacDonald	THQ	●	39
MTV Sports: Snowboarding	THQ	●●●◖	27
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	●●	45
The Mummy	Konami	●●●	41
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◖	39
N.GEN Racing	Infogrames	●●◖	35
N20	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◖	38
NASCAR Heat	Hasbro	●●●◖	40
NASCAR Rumble	Electronic Arts	●●●◖	31
NASCAR Thunder 2002	EA Sports	●●	52
NBA Fastbreak '98	Midway	●●◖	4
NBA Hoopz	Midway	●●●	43
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA Live 2001	EA Sports	●●●●	39
NBA Live 2002	EA Sports	●●●◖	53
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◖	39
NBA ShootOut 2002	Sony CEA	●●●◖	50
NBA Showtime: NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digital	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◖	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◖	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
NCAA March Madness 2001	EA Sports	●●	41
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33
Need for Speed: V-Rally	Electronic Arts	●◖	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◖	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro	●●●	24
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL Blitz 2001	Midway	●●●◖	38
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL GameDay 2001	989 Studios	●●◖	37
NFL GameDay 2002	Sony CEA	●●	49
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◖	24
NHL 98	EA Sports	●●●●	2
NHL 99	EA Sports	●●●●◖	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●◖	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nick Toons Racing	Infogrames	●●●	48
Nightmare Creatures	Activision	●●●◖	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◖	15
Nuclear Strike	Electronic Arts	●●●●◖	3
O.D.T.	Psygnosis	●◖	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◖	15
Oddworld: Abe's Oddysee	GT Interactive	●●●●	1
Omega Boost	Sony CEA	●●●●	25
One	ASC	●●●●	4
One Piece Mansion	Capcom	●◖	50
Pac-Man World	Namco	●●●●◖	25
Pandemonium! 2	Midway	●●●◖	3
Panzer Front	Agetec	●●●◖	51
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
Parasite Eve II	Square EA	●●●●◖	37
Persona 2: Eternal Punishment	Atlus	●●●●	41
Peter Jacobsen's Golden Tee Golf	Infogrames	●●●◖	41
PGA Tour 98	EA Sports	●●●	3
Pipe Dreams 3D	Empire Int.	●●	52
Pitfall 3D	Activision	●●	9
Play With The Teletubbies	Knowledge Adv.	●●	36
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◖	6
Point Blank 2	Namco	●●●◖	20
Point Blank 3	Namco	●●●◖	44
Polaris SnoCross	Vatical	●●◖	38
Pong	Hasbro	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1
Power Play Sports Trivia	Ubi Soft	●●	58
Power Rangers Lightspeed Rescue	THQ	●◖	40
Power Shovel	Acclaim	●●●	49
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◖	41
The Powerpuff Girls: Chemical X-Traction	Bam!	●◖	51
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire	●●●◖	37
Pro Pinball: Fantastic Journey	Empire	●●●◖	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Putter Golf	Agetec	◖	53
Puzzle Star Sweep	Agetec	●●◖	43
Q*bert	Hasbro	●●◖	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◖	23
R-Types	Ascii	●●●◖	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Racing	Agetec	◖	43
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◖	15
Rampage	Midway	●●◖	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◖	36
Ray Tracers	THQ	●●●	5
RayCrisis	Working Designs	●●●	38
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
Rayman Brain Games	Ubi Soft	●●●	50
Rayman Rush	Ubi Soft	●●●	57
Razor Freestyle Scooter	Crave	●●●	41
RC de GO!	Acclaim	●●●●	40
RC Revenge	Acclaim	●●●◖	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◖	27
Ready 2 Rumble Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◖	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil: Director's Cut	Capcom	●●●	2
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 (Dual Shock)	Capcom	●●●●●	13
Resident Evil 3: Nemesis	Capcom	●●●●◖	27
Resident Evil Survivor	Capcom	●◖	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rock 'Em Sock 'Em Robots	Mattel	●●●	41
Rocket Power Team Rocket Rescue	THQ	●◖	5
Rogue Trip	GT Interactive	●●●◖	14
Roll Away	Psygnosis	●●●●◖	13
Rollcage	Psygnosis	●●●◖	19
Rollcage Stage II	Psygnosis	●●●◖	31
Romance of the Three Kingdoms VI	Koei	●●	30
Roswell Conspiracies: Aliens, Myths & Legends	Red Storm	●	48
RPG Maker	Agetec	●●●●◖	35
Rugrats: Totally Angelica	THQ	●●●◖	48
Rugrats in Paris: The Movie	THQ	●●●	41
Runabout 2	Hot-B	●	36
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
Sabrina, the Teenage Witch: A Twitch in Time!	Knowledge Adv.	◖	45
SaGa Frontier	Sony CEA	●●●◖	8
SaGa Frontier 2	Square EA	●●●◖	29
Saiyuki: Journey West	Koei	●●●◖	47
Saltwater Sportfishing	Agetec	●●◖	52
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Samurai Shodown:			

REPLAY FORUM

GTA3: TRIPLE PERFECT INSANE STUNTS FOR DUMMIES

On Staunton Island, steal a Banshee and find the boulevard with the raised medians down the center. It's one street west from Kenji's casino. Ramping up these medians at high velocity will get your car enough air to pull off a triple perfect insane stunt-if you do enough flips and if you land on all four wheels. To pull this off, start from the south end of the street and floor it northbound. Head straight for the center of one of these ramp-like medians as if it were any other jump. JUST BEFORE you hit the median, aim your car so it will hit one of the trees slightly off center. It's important to wait until the last second to make this course correction because of the physics of the game. Observe the results of the collision, and repeat this technique until you get the feel for the physics. Pretty soon you'll master the timing of this technique and you'll be able to perform a triple perfect insane stunt on command.

GTA3: STABLE WORMHOLE

There is a glitch in the collision detection in one of the corners of the tunnel under the Staunton Island police station. It allows you to pass throught the wall, then you begin falling through a psychidelic nether-

Cont. on pg. 127

FIVE ALIVE

OUR FAVORITE 5 TIPS AND TRICKS

5) Ridge Racer V: Wakka, wakka, wakka

Ridge Racer V wasn't a game filled with surprises, so it was certainly a shock when everyone's favorite dot-eater jumped into a little buggy and took to the track. That's right, unlocking Pac-Man ruled and all you had to do was complete 1,500 miles of racing.

4) Gran Turismo 3: Speed kills...but in a good way

Breaking the 1,000 mph barrier is no easy task outside of a jet plane. In a car it is possible, though. If that car is in *GT3*. Follow these steps if you're interested: **Tires:** Racing Super Soft F&R **Suspension:** Spring Rate: 4.0 F&R Ride Height: 75 F&R Shock Bound/Rebound: L7 all around Camber/Toe Angles: All at 0 **Stabilizers:** L3 F&R **Brakes:** Brake Balance-L1 F&R **Drivetrain:** Limited Slip- Initial at 5/5; Accel at 60/60; Decel at 5/5 Gear Ratios: Bring the auto setting to 48; then bring the final gear to 2.798; finally, set the individual gears as far to the left as possible. **Note:** Any car with an adjustable downforce (this is a must) and high horsepower can pull off a wheelie with this formula. Remember to go the opposite direction during the speed test so you can circle the track indefinitely.

3) Metal Gear Solid: Getting a talking to

Remember when Psycho Mantis knew you had been playing *Castlevania: Symphony of the Night*, *Silent Hill* or other Konami games because of a save on your memory card? While creepy at first, the stroke of subtle genius became one of gaming's coolest moments.

2) Tony Hawk's Pro Skater 2: Spinning with Webhead

Once you beat *Tony Hawk 2* you thought you'd get a lame reward. Not quite. Unlocking Spider-Man was downright badass, and anyone who played the game would admit it. Plus, Spidey's Neversoft-created special moves were mind-boggling and worth a second, a third and a hundredth look.

1) Grand Theft Auto III: Sleep your way to the top

Sure, we're weak fools, but there's little better than repleneshing your health with a little nookie. The ability to pick up a hooker in *GTA3* was crazy enough, but dropping coin (and your trousers) wasn't just a novelty. It could keep you alive during troubled times.

FIVE TRICKS HOAXES

5) Unlocking the Ghost Town in *Grand Theft Auto III*

Rumors persist that by beating *GTA3* 100% you'll unlock a path to another city. Nope. There's no unlocking any new paths, folks. But ambitious pilots have used the Dodo to uncover the scene from opening cinema. That's referred to as the ghost town, and it is real, but you can't land on it.

4) Play as the Ninja in *Metal Gear Solid*

What with his backflipping antics, bullet-deflecting sword skills and nifty stealth camoflage suit, who didn't want to believe the rumor you could play as the ninja in *Metal Gear Solid*? At least Konami took notice and included a couple levels in the *VR Missions* follow-up game where you could play as the metal meanie.

3) Play as Akuma in *Resident Evil 2*

Back in the day, *EGM2* duped readers with doctored screenshots and Akuma in *Resident Evil 2*: Beat the game six times with an A rating, using only the knife or handgun. Late in the game, type in AKUMA instead of GUEST. Believe it or not, people actually tried this—they weren't happy to learn it was just an April Fool's joke.

2) Nude Raider: See Lara Croft in her birthday suit

An obsession first, a hoax second, desperate dorks wanted to peel off Lara Croft's scant clothing to see her polygonal wares. Web sites everywhere popped up with fake nude pics, but a code was never found. Because it didn't exist.

1) Reviving Aeris in *Final Fantasy VII*

To this day, people still believe that you can somehow bring the beloved Aeris back from the dead (no, the Gameshark code doesn't count). Look, people, she's dead—get over it. Yuffie and Tifa are both hotter anyway.

Game	Publisher	Score	Issue
Warrior's Rage	SNK	●◖	36
Scooby-Doo and the Cyber Chase	THQ	●●	52
Scrabble	Hasbro	●●◖	28
Sentinel Returns	Psygnosis	●●	11
Sesame Street Sports	NewKidCo	●●●◖	54
Shadow Madness	Crave	●●◖	19
Shadow Man	Acclaim	●◖	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◖	28
Shanghai: True Valor	Sunsoft	●●●	20
Sheep	Empire	●●●	41
Shipwreckers	Psygnosis	●●●	3
Shooter: Space Shot	Agetec	●●●◖	48
Shooter: Starfighter Sanvein	Agetec	●●	43
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●◖	29
Sim Theme Park	Electronic Arts	●●◖	33
The Simpsons Wrestling	Taito	●●	45
Skullmonkeys	Electronic Arts	●●●●●	6
Skydiving Extreme	Banpresto	●◖	49
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◖	15
Smurfs	Infogrames	●●●●	29
Smurf Racer	Infogrames	●●	45
Sno-Cross Championship Racing	Crave	●◖	37
Snowboarding	Agetec	●●	43
Soul of the Samurai	Konami	●◖	24
South Park	Acclaim	●◖	27
South Park: Chef's Luv Shack	Acclaim	●	28
South Park Rally	Acclaim	●◖	29
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops: Covert Assault	Take 2	●	52
Spec Ops: Ranger Elite	Take 2	●	46
Spec Ops: Stealth Patrol	Take 2	●	34
Speed Punks	Sony CEA	●●●●◖	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●◖	40

② **Spider-Man** **Activision** ●●●●● **37**

This is the part of your *OPM* reading when youyou flip back three pages and get all the Spidey codes you can handle. Plus a little strategy, if you need it.

⑥ **Spider-Man 2 Enter: Electro** **Activision** ●●●◖ **50**

Part two isn't as good as the original, but that doesn't mean we'll skimp. Try these codes out when you can.

Alex Ross White Costume

Beat the game on kid mode to unlock the Alex Ross white costume.

Big Feet, Big Foot

Enter STACEYD at cheats menu.

All Kinds of Ego

Enter ALIEN at cheats menu.

Complete Training

Enter CEREBRA at cheats menu.

Halloween Comes Early

Enter WASHMCHN at the cheats menu.

Spin Jam	Take 2	●◖	38
SpongeBob SquarePants	THQ	●●	51
Sports Car GT	Electronic Arts	●●◖	21
Spyro: Year of the Dragon	Sony CEA	●●●●●	39
Spyro 2: Ripto's Rage!	Sony CEA	●●●●◖	27
Spyro the Dragon	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●◖	22
Star Trek: Invasion	Activision	●●●●◖	37
Star Wars: Episode I— Jedi Power Battles	LucasArts	●●◖	33
Star Wars: Episode I— The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Star Wars Demolition	LucasArts	●●●◖	41
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◖	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33

Game	Publisher	Score	Issue
Street Sk8er	Electronic Arts	●●◖	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◖	34
Striker Pro 2000	Infogrames	●●●●	33
Strikers 1945	Agetec	●●◖	44
Suikoden II	Konami	●●●●	26
Superbike 2000	EA Sports	●◖	32
SuperCross 2000	EA Sports	●◖	29
SuperCross Circuit	989 Studios	●●●◖	28
Surf Riders	Ubi Soft	●◖	35
Sydney 2000	Eidos	●●	38
Syphon Filter	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●◖	31
Syphon Filter 3	Sony CEA	●●●◖	52
T'ai Fu	Activision	●◖	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◖	12
Tail Concerto	Atlus	●●●◖	26
Tales of Destiny	Namco	●●●●	13
Tales of Destiny II	Namco	●●●◖	49
Tarzan	Sony CEA	●●●◖	24
Team Buddies	Midway	●●●◖	38
Team LOSI RC Racing	Fox Interactive	●●◖	13
Tekken 3	Namco	●●●●●	9
Tenchu	Activision	●●●●	14
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis	Agetec	●●	53
Tennis Arena	Ubi Soft	●●◖	4
Test Drive 4	Accolade	●●●◖	3
Test Drive 5	Accolade	●●●◖	15
Test Drive 6	Infogrames	●●●◖	27
Test Drive Le Mans	Infogrames	●●◖	34
Test Drive: Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◖	29
Threads of Fate	Square EA	●●●◖	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiger Woods PGA Tour 2001	EA Sports	●●●◖	41
Tigger's Honey Hunt	NewKidCo	●●●●	41
Time Crisis: Project Titan	Namco	●●●	45
Tiny Tank	Sony CEA	●●	25
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	●◖	50
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◖	27
Tom & Jerry in House Trap	Eidos	●●●	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	●●◖	45
Tomb Raider II	Eidos	●●●●◖	4
Tomb Raider III	Eidos	●●●◖	16
Tomb Raider: Chronicles	Eidos	●●◖	41
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	Electronic Arts	●●●◖	28
Tonka Space Station	Hasbro	●●◖	41
Tony Hawk's Pro Skater	Activision	●●●●◖	26
Tony Hawk's Pro Skater 2	Activision	●●●●●	38
Toonenstein: Dare to Scare	Vatical	●●◖	29
Torneko: The Last Hope	Enix	●●	40
Toy Story 2	Activision	●●●	28
Toy Story Racer	Activision	●●●	44
Transformers: Beast Wars Transmetals	Bam!	●	36
Trap Gunner	Atlus	●●◖	13
Treasures of the Deep	Namco	●●●●	1
Trick'n Snowboarder	Capcom	●◖	25
Triple Play 99	EA Sports	●●◖	9
Triple Play 2000	EA Sports	●●●●◖	20
Triple Play 2001	EA Sports	●●●●●	32
Triple Play Baseball	EA Sports	●●◖	44
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	989 Studios	●●◖	16
Twisted Metal 4	989 Studios	●●●●	28

Game	Publisher	Score	Issue
Twisted Metal: Small Brawl	Sony CEA	●●◖	52
Tyco RC: Assault With a Battery	Mattel	●●	38
Ultimate 8-Ball	THQ	●●●●	22
Ultimate Fighting Championship	Crave	●●◖	40
Um Jammer Lammy	Sony CEA	●●●◖	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◖	33
Valkyrie Profile	Enix	●●●●	36
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◖	27
Vanguard Bandits	Working Designs	●●◖	33
Vanishing Point	Acclaim	●●●◖	44
Vegas Games 2000	3DO	●●●◖	27
V.I.P.	Ubi Soft	●●	51
Vigilante 8	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
Virtual Kasparov	Titus	●●	49
VR Baseball 99	Interplay	●●●◖	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney World Quest Magical Racing Tour	Eidos	●●◖	33
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	●●●	41
War Jetz	3DO	●●	48
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warriors of Might and Magic	3DO	●●●	41
Warzone 2100	Eidos	●●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●◖	26
WCW Nitro	THQ	●●◖	5
WCW/nWo Thunder	THQ	●	17
The Weakest Link	Activision	●●●◖	51
Wheel of Fortune	Hasbro	●●●●	17
Wheel of Fortune 2	Hasbro	●●●●	39
Who Wants to Be a Millionaire: 2nd Edition	Sony CEA	●●◖	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	●◖	47
Wild 9	Interplay	●●●◖	15
Wild Arms 2	Sony CEA	●●●◖	33
The Wild Thornberrys: Animal Adventure	Mattel	●◖	41
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup 98	EA Sports	●●●	10
World Destruction League: Thunder Tanks	3DO	◖	39
The World Is Not Enough	Electronic Arts	●●●	40
World's Scariest Police Chases	Activision	●●	47
Worms Armageddon	Hasbro	●●●◖	27
Worms World Party	Ubi Soft	●●●●	55
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●◖	31
WWF SmackDown! 2	THQ	●●●●●	40
WWF War Zone	Acclaim	●●●●	12
X-Bladez: Inline Skater	Crave	◖	55
X-Files	Fox Interactive	●●●	28
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
X-Men: Mutant Academy 2	Activision	●●●	50
Xena: Warrior Princess	Electronic Arts	●●●◖	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack	Berkeley Systems	●●●●◖	25
You Don't Know Jack Mock 2	Sierra	●●	40
Yu-Gi-Oh! Forbidden Memories	Konami	●◖	57

TELL US WHAT YOU THINK

Drop us an email, let us know what you like the best about our Replay section, what you'd like to see more of, and even what you could do without. Send your comments to: opm@ziffdavis.com, with REPLAY in the subject line.

REPLAY FORUM

world until you land on the street corner outside the police station. The cameraman falls a few seconds behind you, resulting in a cool zoom-in from 100 feet up down to you lying in pavement. Neo, welcome to the Matrix.

MohavorSS@aol.com

FFX: YEVON'S CURSE

I have another strategy for beating the Curse of Yevon. If you have the move, Magic Break, it will cut the healing effect of Yevon by half, so instead of Yevon being healed 9,999 HP when hit, he will only heal 4,999 HP. You should be able to beat him, as long as you can deal more than 4,999 damage.

Elven King
solid_snake778@hotmail.com

MIDNIGHT CLUB: TYPE-S, BABY!

***Midnight Club* was released ages ago, but I still haven't found the Zender Type-S. I've seen the instructions, but they're not very helpful. How do I unlock it?**

Justin
m_rua@email.msn.com

Enter Career mode and defeat all the hookmen in New York. Then fly to London and defeat all three hookmen there. You must defeat all three hookmen in both cities. When you finally defeat the world champ, the Type-S will be unlocked in your arcade garage.

NEED HELP WITH A GAME? E-mail Tricks Forum opm@ziffdavis.com

READER REVIEWS FORUM EXTRA

To buy or not to buy. To rent or not to rent. To write a smart, to-the-point reader review to help your gaming brethren, or to sit on your keister and play more *Spider-Man*. You choose. If you're up for it, write a review and send it to opm@ziffdavis.com.

We can't publish everyone, so try to keep the length short, make the writing witty and remember that not every game deserves a 5-disc rating just because you like it!

Medal of Honor: Frontline

What you said: "When I bought *Frontline,* I was sure to expect a fun afternoon of Nazi-killing. I popped the disc in, and, thanks to the issue 57 demo disc, I was cocky. However, in the first level, I burned. When you first begin to play, you will get lost. It's frustrating! After starting over about five times, I finally got past the level, and continued on to the second. Then a thought came to me: this is awfully hard! The game gets easier as you play and the graphics are neat-o. Plus, this game gets a lot better. You might have to customize the controls, because the controls aren't the same as you played in the demo.

One of the interesting things about *Frontline* is that it keeps a pretty cool record of everything. Yeah, even how many groin shots you nailed. Interesting, no? As I said, *Frontline* throws nice graphics, nice controls, and realistic combat. Suit up, private—looks like we've got a good game.

Your Score ●●●●◖

Kyle Dawkins
daiminite@hotmail.com

"The framerate is like a hamster running on a wheel: it's fast one second, then slow the next."

What we said: "Just like Metal Gear Solid 2 or Final Fantasy X before it, it's one of the reasons you bought a PS2."
Our Score ●●●●●

Spider-Man

What you said: "I LOVE this game. From the second I popped in the disc into the tray of my PS2, until the time I yelled in triumph "Haha, I kicked your green ass!" The first thing that came to mind when I saw the first movie cut-scene was "Oh, my God, it's Tobey!"

The framerate is like a hamster running on a wheel: it's fast one second, then slow the next. But after playing the game I realized that it was Spidey beautiful. You'll be looking the sunset at the first level for hours. With the fantastic voice-acting, a cinematic storyline, and extra training levels you'll be playing the game for days even after you beat it. Fans of the first two games will love this."

Your Score ●●●●

Eli Dasliva
PS2mark1189@aol.com

What we said: "When it comes to superhero games, only the Spider-Man ones are worth a look. You'd better believe the wall-crawler's PS2 debut only strengthens the argument."
Our Score ●●●●◖

Final Fantasy X

What you said: "Dear Final Fantasy X,
When I first met you, I was deceived by your sexy graphics, and your promises of a brilliant storyline. When I took you home, I was quite impressed, but you soon delivered disappointment after disappointment. Remember the time when you promised that the whole world would sing the Hymn of Yevon? I expected a huge FMV showing the world uniting and singing together to bring peace and harmony to this Sin-ridden world. Well, you didn't deliver. Remember that time? Oh, you don't? Well, with all of your gameplay inconsistencies, I expected as much. And so, *FFX,* as I hand you back over to the friendly store clerk, I ponder perhaps dating your lovely sister *FFVII*, or even your brainy cousin *Tactics*. So, this is the end. It's over. And no, we cannot be *just* friends."

Your Score ●●●

Chris d'Eon
kristoff_diante@hotmail.com

What we said: "*FFX* is light-years beyond anything else. Whether you see it as a role-playing game or a role-playing experience, *FFX* is one of the best overall experiences out there."
Our Score ●●●●●

Escape From Monkey Island

What you said: "*Monkey Island* is one of my favorite games to play. Unfortunately, you have to buy it if you ever want even dream about beating it! Some of the puzzles are Uber-confusing. I had started *Monkey Island* on Christmas and have just now reached Act 2. I'm not really complaining, it's just that every time I passed that perfume guy, I wanted to hit him! But being a pirate in one of the funniest video games ever slightly makes up for it."

Your Score ●●●●◖

Matt Brady
zarrakk@aol.com

What we said: "Production values are exceptionally high throughout. The script is superb, the voice acting is some of the best. We need more games like this."
Our Score ●●●●●

The Italian Job

What you said: "One of the best games for PSone, this is a definite must-own for any Sony console owner. The fast action and great physics outbalance the PSone graphics, the lack of damage to your car and lack of true multiplayer."

Your Score ●●●●◖

M. Froom
Icedneon2@charter.net

What we said: "*The Italian Job* is the first must-own PSone game for PS2-only chaps."
Our Score ●●●●●

FIVE YEARS: THE BEST AND WORST OF IT

TO CELEBRATE OUR FIFTH B-DAY, WE GIVE YOU OUR PERSONAL TOP 5 GAME PICKS ALONG WITH THE 5 BEST "WORST" REVIEWS

TOP 5
BEST REVIEWS OF REALLY, REALLY BAD GAMES

5 Smurf Racer

It smurfs. ... Smurf it.

4 NFL GameDay 2001

The ball is yet another testament to *GameDay*'s sloppiness. It's a wonder the thing doesn't unravel since it appears to be a mass of rabbit turds. Yuck.

3 Racing

At long last, someone has designed a game aimed squarely at the crucial demographic of coma patients, cave dwellers, and others who have neither driven in a car, nor ridden in one, nor seen one accurately portrayed in films or on television, nor had one described in such a way as to confer any level of fundamental understanding.

2 Arctic Thunder

In order to give you a better idea what it's like to play *Arctic Thunder* on the PS2, I've decided to write the rest of this review in a manner that mimics the game's framerate.

Basically,
this
is
the choppiest,
most inexcusably
disjointed
framerate
ever on the PS2,
rendering
this
game
virtually
unplayable.
Don't
go
anywhere
near
it.

1 The Grinch

With Christmas upon us, and
gift-giving near,
Here's a sure way to ruin holiday cheer:
Buy *The Grinch*, slip it under the tree,
Wrap it up nice, then snicker with glee.
For nothing will dampen a child's joy
Like receiving an utterly worthless toy.
Konami's new game may have good
intentions,
But nothing disguises its poor animations.
With graphics unpolished and glitches
aplenty,
Pop-up and seaming and mistakes
elementary,
Levels so barren, backgrounds so bland,
Horribly ugly—it's just out of hand!
Yet *The Grinch* is more than a loathsome
eyesore,
For the gameplay is an annoyingly
awful chore.
The sluggish control is no Yuletide treat,
The simplest task is a thumb-numbing
feat.
Moments so cheap it just isn't fair,
Collision-detection that's beyond repair.
The voice-acting's solid, the music is
charming,
But still the game is simply alarming.
Avoid *The Grinch*—it's without hope,
Or foist it on a child if you're a
true misanthrope.

TOP 5
PS2 GAMES, JOHN

5 SOCOM
4 Virtua Fighter 4
3 Gran Turismo 3
2 SSX Tricky
1 Grand Theft Auto III

TOP 5
PS2 GAMES, GARY

5 Jak and Daxter
4 Dark Cloud
3 Klonoa 2
2 Ico
1 Final Fantasy X

TOP 5
PS2 GAMES, JOE

5 ATV Offroad Fury
4 Baldur's Gate:DA
3 Fatal Frame
2 SOCOM
1 Ico

TOP 5
PS2 GAMES, CHRIS

5 Star Wars: Starfighter
4 Baldur's Gate: DA
3 Devil May Cry
2 Dynasty Warriors 2
1 NCAA Football 2003

TOP 5
PS2 GAMES, TODD

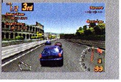
5 High Heat MLB 2003
4 Medal of Honor: Front.
3 NCAA Football 2003
2 Ico
1 Grand Theft Auto III

TOP 5
PS2 GAMES, SAM

5 Twisted Metal: Black
4 Rez
3 Medal Gear Solid 2
2 Medal of Honor: Front.
1 Final Fantasy X

TOP 5
PS GAMES, JOHN

5 Xenogears
4 Tomb Raider 2
3 Final Fantasy VII
2 F1 97
1 Gran Turismo 2



TOP 5
PS GAMES, GARY

5 Xenogears
4 Suikoden
3 Oddworld: Oddysee
2 Final Fantasy Tactics
1 Final Fantasy IX

TOP 5
PS GAMES, JOE

5 Oddworld: Oddysee
4 MTV Music Generator
3 Jet Moto
2 RPG Maker
1 Puzzle Fighter

TOP 5
PS GAMES, CHRIS

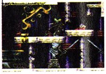
5 Silent Hill
4 Castlevania: SOTN
3 Worms
2 Pac-Man World
1 Spider-Man

TOP 5
PS GAMES, TODD

5 The Italian Job
4 NHL FaceOff 2001
3 Tony Hawk
2 Madden NFL 2001
1 Tony Hawk 2

TOP 5
PS GAMES, SAM

5 Street Fighter Alpha 3
4 The Next Tetris
3 Final Fantasy Tactics
2 Chrono Cross
1 Castlevania: SOTN



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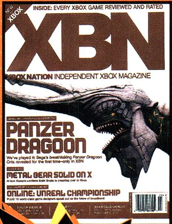

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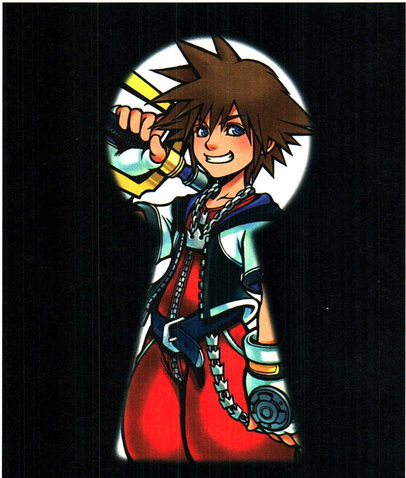

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Terror Train

EGM goes back to a time before the infamous mansion, mutants and madness to explore new heights of fear with *Resident Evil 0*. Find out what's lurking around every corner in Capcom's latest horror masterpiece.

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Summer Love

GameNOW is serving up some hardcore summer strategies, with gameplay tips and secrets for *Dragon Ball Z*, *Yu-Gi-Oh!* and *Eternal Darkness*. Also, check out their *Mario Sunshine* review. Is it better than *Mario 64*?

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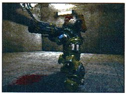

It's Unreal!

Unreal Tournament 2003 is here, and the *CGW* staff offers a hands-on view after hours of office multiplay. Also, the three biggest games of the year reviewed: *Neverwinter Nights*, *GTA3* and *WarCraft III*.

Editorial content subject to change

MIDWAY SPORTS

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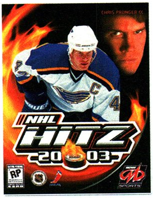

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MIDWAY SPORTS

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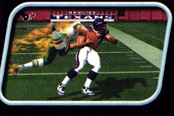

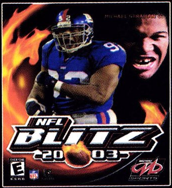

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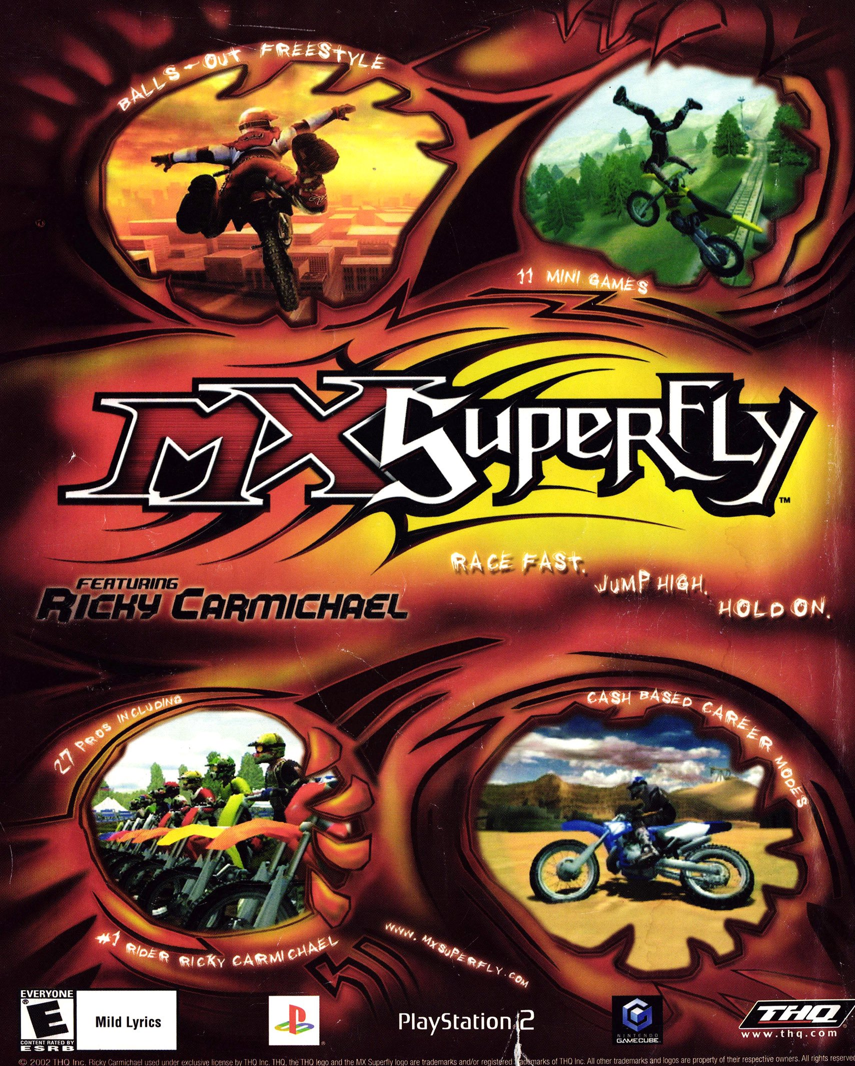
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